

N64 MAGAZINE
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N64 MAGAZINE
MARIO GAMECUBE!
We go undercover at Nintendo and dish the dirt on Mario Sunshine!
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GAMECUBE CLINIC
Nintendo experts answer YOUR questions inside!
STUNNING NEW PICS!
ROGUE SQUADRON 2
Raven Blade NBA Courtside
Phantasy Star Online Ver. 2
Smash Bros Melee Monkey Ball
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ISSUE 58

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

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Next issue on sale Tuesday 28th August
To find out why it's going to be fantastic, jump to



WELCOME TO N64 MAGAZINE

At 100 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful, we'll say so.

Don't be fooled by feeble imitations!



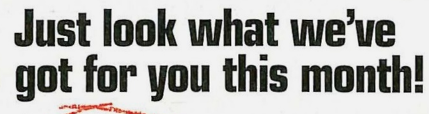
Top of the world!

That's right – *world exclusive*. We're the first magazine on the entire globe to bag Gamecube screenshots of Acclaim Cheltenham's stunning futuristic racer, *Extreme G 3* – and by flicking to page 20, you can beat the rest of the planet's six billion-or-so citizens to seeing it in action.

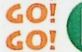
It's not the first time we've beaten the rest of the Earth to a Gamecube scoop, either. *Super Smash Bros Melee, Doshin The Giant* and *Dave Mirra BMX 2* are just some of the next-gen wonders we brought you *first* – and as Gamecube's launch draws closer, and the rest of the world scrabbles around for the tiniest scrap of news, we've got more stunning exclusives lined up. This month's mouth-watering exposé of *Mario Sunshine* (see page 10) is just the beginning.

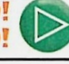
Thing is, we've so much planned for the future, the mag in its current form just won't be able to handle it all. So, over the coming months, you'll see some big, exciting changes to **N64** Magazine. Our advice? Watch this space – the future of gaming is just around the corner…

Mark Green
LOOKING AFTER THINGS FOR A BIT



Just look what we've got for you this month!







THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

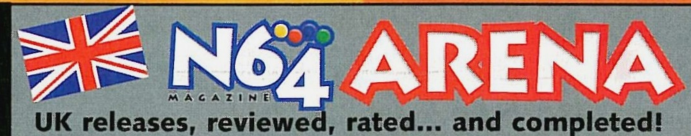
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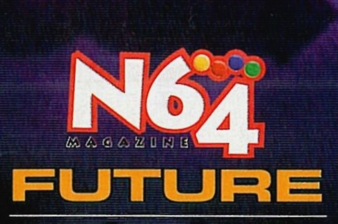


UK releases, reviewed, rated... and completed!

Starts on page 50







FUTURE LOOK

Your first look at the *BIG* new games!

Starts on page 6





WANT MORE NEW GAMES?
Check out the Coming Soon section of Planet 64 on page 16! GO! GO!

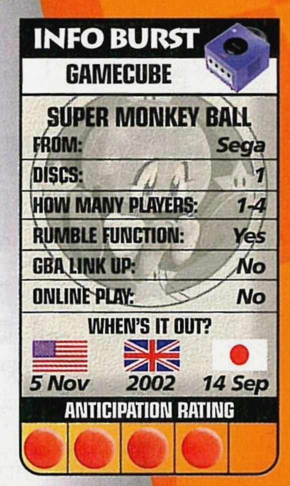


The multiplayer is more of a timed race than a knockabout competition.

That's right – the whole thing tilts around effortlessly. Bright colours, fast motion and groovadelic tunes.

Here's your cast of sweet simians . They'll most likely each sport different abilities. Handy.

SUPER MONK



INFO BURST
GAMECUBE

SUPER MONKEY BALL	
FROM:	Sega
DISCS:	1
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
5 Nov	2002	14 Sep

ANTICIPATION RATING



Super Monkey Ball's visuals are pretty simple, but with the focus on 'pretty', you see.

There's guaranteed to be tears before bedtime when you get onto this nightmare of a level. Remember, it's against the clock, so no dallying...

△ Yippee! Monkey finish! Go, monkey, go! Yay!

Bonus points all round, then. Cheers, AiAi! ▷

△ Doubtless, Gamecube will be able to handle this sort of graphical chaos without breaking a sweat.

▽ How are you going to handle that one, eh? Not so silly as it looks, this.

△ Those troublesome undulations will have you cursing the laws of physics and no mistake.

Crikey. Sega have put a lot of time into coming up with ingeniously frustrating levels. ▷

EY BALL

monkey magic

As Geraint will testify, any (legal) activity involving monkeys is bound to be good, healthy fun. However, the RSPCA may take an interest when they hear that a trio of primates have been imprisoned in rubber balls and are being forced to roll around, collecting bananas.

No, it's not a new Japanese gameshow, it's the premise behind the Gamecube version of Sega's arcade title *Monkey Ball*. However, in its transition to Nintendo's console, it's picked up a number of improvements. The best of these has got to be a split-screen multiplayer, with players bashing into the scenery at breakneck speed. Such stuff is what Sega have been doing successfully for years, and it's bound to be a riot.

For the uninitiated, you don't actually control AiAi, MeeMee and Baby themselves – instead you tilt the arena they occupy, rather like the wooden ball-rolling game Labyrinth. It's timed, but the real objective is to navigate the varied arenas to bag every single 'nana.

The madness increases when you realise that in multiplayer, you can pick up a number of items that will wreak havoc with the opposition's chances. The effects of these vary from changing the size of their ball to suddenly skewing their arena at some annoying angle. So, much *ChuChu Rocket!*-style merriment is bound to ensue.

The real news is that Sega have recently let slip that this is going to make it to the shelves in time for launch. They were previously unsure about how long the conversion from the Naomi arcade board (very similar to a Dreamcast) to the Gamecube would take. As we know, coding for GC is relatively easy, so it'll be with us all the sooner. Good thing too.

TO BE CONTINUED... We'll be inspecting those monkey balls close up in a future issue. Cripes!



ROCKING NEW SHOTS THAT REVEAL A WEALTH OF NEW SECRETS!



◁ Beefy lady! Samus Aran is the Fatima Whitbread of Super Smash Bros Melee. And we like it.

◁ In-game detail? You better believe it.

▽ Fox – attack! Then sniff out scraps from someone's bin.

◁ Samus Aran's patented Diabolical Spin o' Destruction brings intense pain upon all who cross her. Yep.

△ Fox's gun makes a brilliant 'ker-pow' noise.

◁ That's the Great Fox motif behind our hero, fact fans.

SUPER SM BROS MEL

brothers in arms



INFO BURST	
GAMECUBE	
SMASH BROS MELEE	
FROM:	Nintendo
DISCS:	1
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No
WHEN'S IT OUT?	
US: Nov	UK: 2002
Japan: Nov	
ANTICIPATION RATING	5



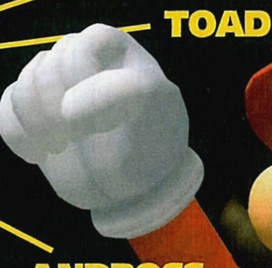
△ Charizard is just one of the scores of monsters who'll pop out of the lovely Pokéball power-up.

◁ Whether he's playable or not, Luigi will appear as one of the trophies.

ROLL CALL

A screenful of *Smash Bros Melee* trophies. But who the heck are they all?

CHARIZARD
HERACROSS
PLUM
MAJORA'S MASK
CHANSEY
DONKEY KONG JR
MISTY
METROID
KOOPA TROOPA
MARILL
DUCK HUNT
ANDROSS
TOAD
BALLOON KID
BUBBA
BLASTOISE





EE



Fox's illusion move can flummox a foe.



It's the guitar-playing dog from Animal Forest!



Four-player battles in Smash Bros Melee will bring a tear of pure happiness to your eye.

First, the bad news. *Super Smash Bros Melee*, despite looking for all the world like it was done and dusted at May's E3 show, will *not* be ready for Gamecube's Japanese launch. Instead, it'll crash onto the shelves in November (and, for fact-freaks amongst you, will cost ¥6,800 – around £40).

Now, the good news. As these new shots reveal, tucked away inside *Smash Bros Melee* is just about every character from Nintendo's 20-year videogaming history. Admittedly, at least 95% of them aren't playable – Toad, Koopa Troopa, DK Jr, Celebi, Kid Icarus, Balloon Kid and scores of others only appear in static form as collectible trophies, awarded for completing *Melee*'s multitude of modes and challenges. But it's still heartening to see such a wide array of Ninty nostalgia – and a superb impetus to bag every last trophy in the game.



...tucked away inside Smash Bros Melee is just about every character from Nintendo's 20-year videogaming history.

Elsewhere, *Smash Bros Melee*'s as-yet-unannounced secret fighters have been the subject of gossip, rumours, and even a few faked screenshots. Whispers that Joanna Dark and Banjo-Kazooie will appear are plainly unsubstantiated nonsense, but the rumour that Sonic the Hedgehog will pop his spiky head over the horizon just won't go away. Luigi has been the cause of some heated arguments, too – he would be a worrying absentee, but Japanese developers HAL are jokily claiming that he was away on a business trip (ie, *Luigi's Mansion*) when they sent him an invitation to play.

Luigi or no Luigi, *Super Smash Bros Melee* will be giving all Gamecube owners – fighting fans and otherwise – something to smile about. Although, with *Soul Calibur* and *Tekken* rumoured to be on their way to Gamecube, it'll have quite the fight on its hands come release day. Let battle commence!

TO BE CONTINUED... Ready yourself for new *Smash Bros Melee* shots and info in **N64**/59.

What is Mario Sunshine?

"It will make players very happy," says Nintendo.

As the countdown to Nintendo's Spaceworld exhibition on 24th August continues, intense speculation has surrounded one top-secret game that's likely to be showcased there – the mysterious *Mario Sunshine*.

The game was first mentioned on a long list of Gamecube titles which was published on Nintendo's website just before May's E3 show, then quickly withdrawn. Since Shigeru Miyamoto revealed in **N64**/57 that *Luigi's Mansion* was only ever intended to fill the gap between Mario games on N64 and Gamecube, it's been quickly assumed that *Mario Sunshine* is the next proper instalment in the *Super Mario* series.



Nintendo's Perrin Kaplan: when she talks, everyone sits up and listens.

However, **N64** can reveal that it's likely to be Camelot, not Nintendo's in-house development team, who are behind *Mario Sunshine*. The team who brought *Mario Tennis* and *Mario Golf* to the N64, Camelot have already admitted to Japanese games mag Famitsu that they have "around two or three titles" in the works, and, tellingly, say they "cannot confirm" whether *Mario Sunshine* is their property.

So, what *is Mario Sunshine*? Given Camelot's involvement, there's a slim chance that the title could refer to a sports game – a summery track-and-field compendium, or a beach volleyball game starring Mario, Luigi and chums. But the Takahashi Brothers, who head up development at Camelot, admitted as far back as January that they've beavering away on a Gamecube *role-playing game* for the machine's Japanese launch, now in September. And given the title of their Game Boy Advance RPG – *Golden Sun* – the role-playing theory suddenly seems very plausible.

Meanwhile, Nintendo are offering no clues. Nintendo of America's PR head Perrin Kaplan has referred to *Mario Sunshine* only as "something that makes Mario very happy, and will make players very happy, too." And **N64** sources close to Nintendo claim that Gamecube games being prepared for their first showing at Spaceworld, including *Sunshine*, have been seen only by the most senior managers at Nintendo's Japanese headquarters in Kyoto.



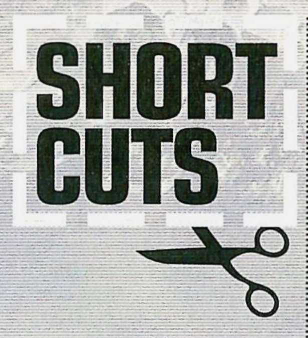
Mario on GC is just a few weeks away. Whoop!



100 Marios *could turn out a bit like this Spaceworld 2000 demo.*

If we're right about the RPG nature of *Mario Sunshine*, expect something along the lines of the first *Super Mario RPG*, an isometric SNES adventure developed in conjunction with Squaresoft, never released in Europe but filled with all the classic Nintendo characters. Rumours persist, too, that Sega have some kind of involvement in an upcoming Gamecube role-player; if it turns out to be *Mario Sunshine*, Sega stalwarts such as Sonic, Tails, Nights and the Virtua Fighter kids may also show their faces.

Mario Sunshine is far from the only upcoming Gamecube title that's been attracting attention, however – *Marionette*, another game mentioned on that short-lived website list, has also had rumours swirling around it. Since Perrin Kaplan told gamers to "think [the title] through", rumours have ranged from the bizarre (a puppet-based game) to the ridiculous (Mario using a net to catch people leaping from a burning building).



GAMECUBE WINS AT E3

A board of game critics has awarded Gamecube a number of coveted awards following its showing at May's E3 games show – a serious kick in the teeth for XBox, which hardly got any applause. Gongs collected by Ninty include Best of Show (Gamecube), Best Console Hardware (Gamecube), Best Action Game (*Rogue Leader*), Best Fighting Game (*Super Smash Bros: Melee*) and Best Puzzle/Trivia/Parlour Game (*Pikmin*). Good stuff, eh? For a full list of awards, head on over to www.e3awards.com.



RETRO WORLD

Nintendo UK celebrated the launch of GB Advance by inviting handheld collector Jaro Gielens to exhibit his enormous collection of portable relics for the delectation of the general public. Ninty kept to their new tradition of holding such events in one of London's trendiest venues – this time 93 Feet East in Brick Lane. A lot of TV crews were in attendance, and our Alan even got snapped by some bloke from New York. For more information on this slice of portable gaming history, check out www.handhelden.com.




△ *We'd never even heard of half of these retro treats.*

△ *We'll be sending Greener to Nintendo's Spaceworld 2001 show this August – let's hope he brings back some juicy Gamecube and GB Advance info.*

The most common guess is that *Marionette* actually means 'Mario-Net' – in other words, the Gamecube disc that will hook you up to Nintendo's online gaming network. That's unlikely, as Nintendo aren't ready to commit themselves to internet gaming until at least a year after Gamecube launches. We understand that any developer who wants to set up an online network for GC gaming at this stage – such as Sega with *Phantasy Star Online* – has been told to do it themselves, without The Big N's help. If a 'Mario Net' does become reality, it won't be for a good while.

In fact, it's most likely that *Marionette* is actually the first outing for a new Nintendo character – Mario's sister, Marionette. What form the game will take, though, is anyone's guess.

Also a name only at this stage is *100 Marios*. It's widely expected to be a puzzle game based on the hilarious Gamecube demo shown at last year's Spaceworld, which had over 100 Marios running and rolling around a Monopoly board.

By the time you read this, the Matsuri Messe exhibition hall in Tokyo will be busy preparing for the arrival of over 100,000 punters eager to slide their fingers over Ninty's new baby. We'll be there, ready to bring back every last drop of info on *Mario Sunshine*, *Marionette* and the rest of the Gamecube line-up – just for you. Don't miss it.



△ *The original* Super Mario RPG *– Square's last Nintendo game.*

▽ *The boys from Camelot Software. Hey – they're real crazy!*



RUMOUR MILL

Nintendo's Perrin Kaplan has claimed that purple *won't* be the only Gamecube colour available at launch – and that the add-on modem should still make it for launch day. Meanwhile, Nintendo of Japan has lined up *Luigi's Mansion* and *Wave Race: Blue Storm* as Gamecube launch titles for September 14th – Sega's *Monkey Ball* and others will be joining them.

Are Disney Interactive preparing a 'fun-nee' sports title for GC? **N64**'s sources glimpsed a picture of Donald Duck in hockey 'garb' at E3, along with the text, "New Disney Sports series coming soon to Gamecube." Rumours claim EA will be publishing the game(s) in the US and Europe.

Namco will reportedly be backing Nintendo in a *big* way. Pristine beat-'em-up *Soul Calibur* and the latest in the acclaimed *Tekken* series are both in development for GC, according to rumour – and *Ridge Racer 64* coders NST are apparently readying a new *RR* for the Cube.

Hold your breath… Square have confirmed that *Final Fantasy XI*, the first online episode in the epic RPG series, will be released across consoles other than PS2, "to gain as broad an audience as possible."

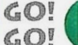


▽ *Tekken on GC would be one in the eye for cocky PS2 owners.*

▽ **Super Monkey Ball** *in just over a month? We've wet our pants.*









SEGAGRAMES

Sega have decided to farm out the distribution of their European Gamecube and Game Boy Advance games to mammoths of publishing Infogrames. This means that Infogrames will be responsible for distributing and selling *ChuChu Rocket!*, *Puyo Puyo*, *Phantasy Star Online*. *Super Monkey Ball* and the like across the continent. Infogrames (also lucky recipients of the Terminator license) will be able to bring their might to bear on the market, which means these exciting titles should receive sufficient attention. Mint.



CRAZY MOVIE

The current spate of game-related celluloid is going to enter a new phase with *Crazy Taxi*, which will hit Gamecube sooner than you think. We'd be willing to hazard a guess that the film will feature lots of crrrazy driving, terrified customers, high-flying stunts and comic banter. Richard 'Lethal Weapon' Donner is to direct, and it's being produced by the same company that's behind the TV series of *Perfect Dark*. Sega are acting as consultants on the film, and they say characters for the film will be in the new game. Intriguing, eh?

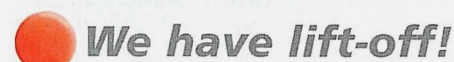


◁ *We're betting on 'hilarious' Chris Tucker cropping up…*

MICRO$OFT

The team behind XBox has actually been helping GC's game supply, according to NOA bigwig Peter Main in a recent interview with US gaming mag NextGen. Microsoft are apparently in essence paying 100% of dev costs on some games, which means developers can then come to Nintendo offering them an easy port to GC. So, Ninty will effectively get games for next to no cost. This can only help bolster Gamecube's tally of titles. Ta, Bill!

GBA hits UK



There's a new Boy in town, and he's the fastest-selling Boy – or, indeed, console – in the history of gaming. Inevitably, Game Boy Advance has set new records in flying off the shelves like superheated bakery produce.

In the first week of sales alone, 500,000 were taken home across Europe – but don't panic, as there's no shortage of supply in the foreseeable future. To celebrate the UK launch, Nintendo gave away 100 copies of *Mario Advance* to the lucky first 100 customers at HMV in Oxford Street, London. Which still left over a hundred new GBA owners a touch disappointed…

Indeed, *Mario Advance* was far and away the best selling-launch title, with one unit bought for every four GBAs sold, hotly pursued by the likes of *Tony Hawk's Pro Skater 2*, *F-Zero Advance* and *Castlevania*.

As for the Boy itself, there are no official figures yet on which was most popular, but – as in Japan and the US – the British public seemed to prefer the transparent 'Glacier' colour, rather than the violet or white alternatives, as these disappeared off the shelves first around our parts. The pink 'un's also popular.

The advertising campaign continues apace – we've seen a bus advert for *Mario Advance* featuring a gent with a gunbelt festooned with root vegetables, and that crazy TV ad with someone distractedly playing their handheld at a urinal.

GBA is already off to a flyer, and such success is expected to continue into the foreseeable future. The future is bright, and came in four tasty colours at launch.



2001 GEN CON GAME FAIR

WIN TICKETS!

Convention passes up for grabs!

Well, here's one convention that's definitely not worth defying. Since its early days in Milwaukee, GenCon has been *the* place to go for your role-playing, tabletop gaming, LARPing (live-action role-playing), TCG and other such stuff. It's been successfully run for years by Wizards of the Coast, and GenCon 2001 is going to be the biggest yet. It's so big that they've had to use Kensington Olympia in London (where the ECTS show was held last year) between 30th August and 2nd September.

There's so much going on there you'd be very hard pressed to get through it all, no matter what your tastes. Do try to make time for celeb-meeting, though. This year, crazy sucka Dwight Schultz (aka Howling Mad Murdock from the A Team) will be in attendance. Sweet! For more convention info, check out www.wizards.com/genconuk/

Those kind sorts at Wizards of the Coast have given us ten pairs of tickets to the event (worth £800 in total!) for the first ten hyper-knowledgeable types to answer the following question…

Which of these is not a Wizards of the Coast TCG set?
a) Magic: The Gathering
b) Pokémon
c) Blancmange Battles 2001

Answers to reach us on a postcard or the back of an envelope by **15th August**, please, at:

Send Me to GenCon!
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.







MRS ROBINSON

Activision have recently picked up what is potentially a very lucrative license indeed. *The Weakest Link* will be appearing on a number of platforms, and if the runaway success of the *Who Wants to be a Millionaire* license on other formats both here and Stateside is anything to go by, we could see Annie's half-scowling face staring back at us on any of Nintendo's consoles some time next year. We can't imagine it being the most riveting game to play, but you never can tell. Goodbye!



LEADER ON

Animal Leader, aka *Doubutsu Banchou* started life on the ill-fated 64DD, then switched to cartridge, before disappearing from sight a while ago. Now the oddball evolution-driven title is slated to appear on Gamecube along with similarly unusual offering *Animal Forest*. This is great news, as not only will *Animal Leader*'s developers be able to implement all of their zany, wacky ideas, it might even see a release outside the homeland. Love it.

The in-progress N64 version. Now imagine in on next-gen hardware... ▷



RETROWORLD

The ghost of gaming past. Ooh, spooky!



KIRBY'S DREAM COURSE
Nintendo • 1995

Leave it up to HAL (the force behind *Pokémon Stadium* and *Super Smash Bros*) to come up with a typically wacky spin for a new game. It seems like only yesterday we were getting used to rolling about the place, shouting "Fore!" and chuckling.

So, it's a golfing game. However, here's where the strangeness happens – the spherical Kirby actually *is* the ball, and you have to knock him around a floating board in as few shots as possible. He'll run out of health if you take too long, mind. However, this can be refilled by smashing into the baddies that litter each level, and indeed you have to take out every last one. The final enemy on the level will change into the hole when you've killed him.

Now, we're not talking the US Open here – more crazy golf. Which means there are a lot of obstacles and other difficulties to negotiate. This is all well and good, but some people pointed out at the time that it was incredibly hard to accurately predict what would happen, which led to a certain random element. So, you'd line up a shot with all the best intentions, but the unforgiving physics of the game left you crossing everything in blind hope.

Kirby's Dream Course took its cue from the likes of *Marble Madness*, and such ball-rollin' fun is echoed in Sega's arcade title *Monkey Ball*. Inspired by the kind of toys you get in posher Christmas crackers, it's the kind of thing nobody's actually any good at. Still, a bit of a grin.

PHANTASY STAR
Sega • 1988

Ask wrinklies which RPGs they have the fondest memories of, and the original *Phantasy Star* on Sega's Master System will rate fairly highly among them. It was Sega's answer to Square's *Final Fantasy* series, though arguably played second fiddle to it. *Phantasy Star* was one of the first games to claim that there was no 'correct' way to play it, as you could take pretty much any route you like. Of course that wasn't strictly true, but that's beside the point.

Including *Phantasy Star Online* for Dreamcast, there are no fewer than *eight PS* games, not counting some extras released on Game Gear and over Sega's network system. It's a testament to the depth of the storyline (conceived by the enigmatic 'April Fool', no less...) that so many games have been inspired by it, and even to this day, you can find 'fan fiction' and the worst poetry in the known universe being written by rabid devotees. It has all the trappings of a game with a major cult following.



In Sega's trademark fashion, the game puts a quirky slant on what is otherwise fairly traditional play. You cast spells and wield increasingly hefty weapons, all the while building up a close relationship with your party, as well as jetting off around exotically-named planets meeting exotically-named folk and chatting to them or fighting 'em. The plot of these games is extraordinarily labyrinthine, but always comes down to the old faithfuls: love, loss and hugely powerful cosmic entities. Which goes some way towards explaining why *Phantasy Star* is just as popular as it ever was, and probably more so. Ⓝ



SUPER TRAINER SHOWDOWN

Could *you* be the UK's top Pokémon TCG player?

So you fancy yourself as something of a demon deck-dueller then, eh? If you're intimate with the ins and outs of Trainer cards and understand the benefits of playing a Lv17 Gastly over a Lv10 Abra, then the Super Trainer Showdown could be just what you've been waiting for.

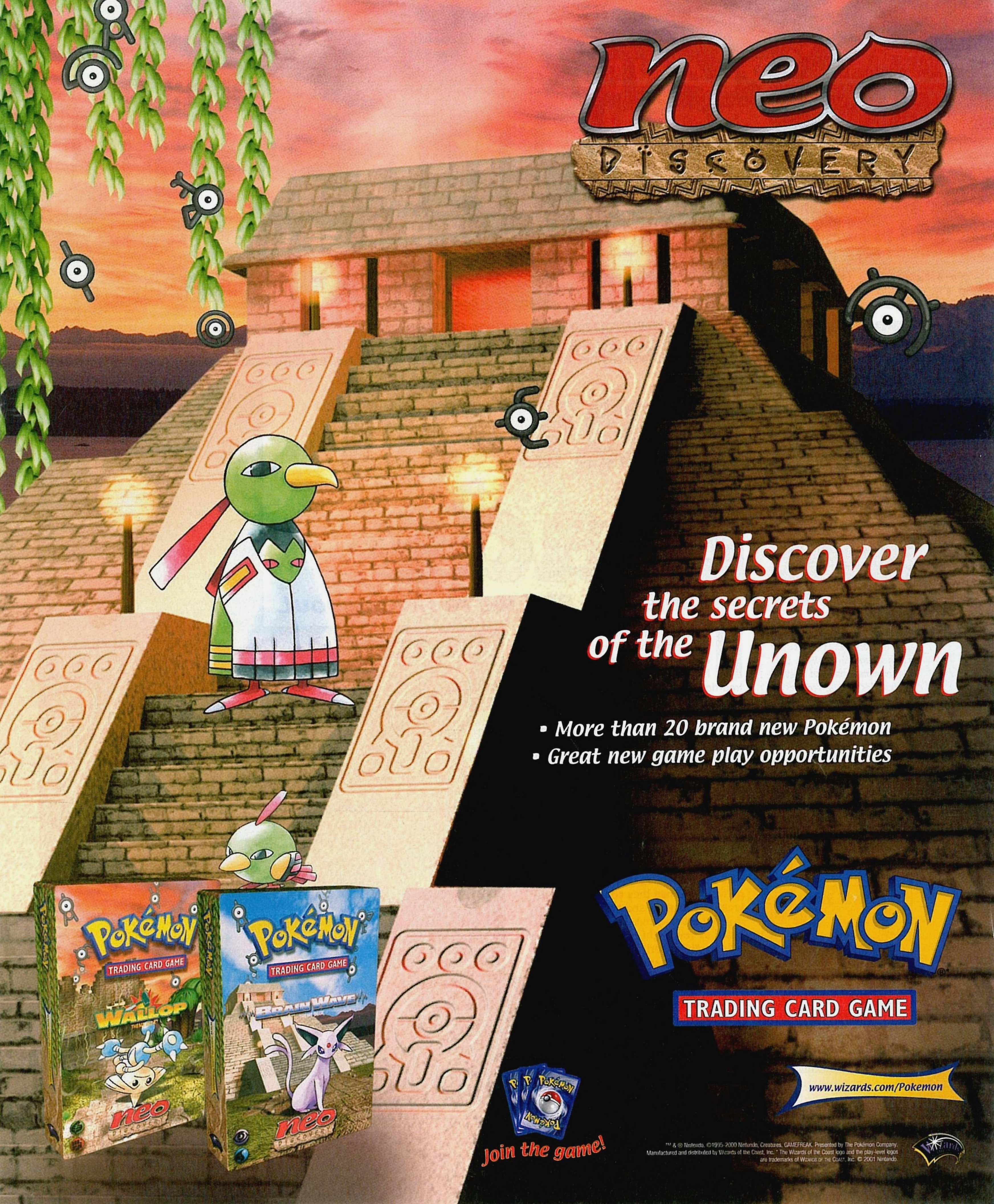
Organised by Wizards of the Coast, it's being held at Thorpe Park in Surrey on Saturday 15th September, and is the Pokémon Trading Card Games' premier event in the UK. Trainers up to the age of 14 will get battle it out to find the ultimate UK champ – come through that and you'll then get the chance to go and compete Stateside! The United States! America!

As well as pitting their decks and tactics against fellow TCG players, competitors will be able to hone their skills with the help of experienced trainers who'll be able to share some last-minute tips. There'll even be a chill-out zone for a break from the frenzied duelling – vital if you need to kick back.

Whoever proves to be the most masterful Pokémon TCG battler on the day will win an *all-expenses-paid trip to San Diego* to compete against the best in the world in the Ultimate Pokémon Super Trainer Showdown – a prize worth fighting for if ever we heard of one. (Especially since San Diego's always nice and warm.)

If you fancy your chances, entry to the park for the event is free for each competing child and a parent, but you will need an invite to take part. Invitations are being sent out to league players and league stores first, but if you're not in a league, all is not lost. Either get yourself over to a local league store and join the Pokémon TCG community, or call 08457 125 599 for the chance to pick up an invite – but bear in mind you're going to be up against the best, so be sure of your skills. There are only 500 places in the tournament up for grabs, so registered league players will be given priority, then the folk who phone Wizards direct will be entered into a draw to fill the remaining spots. So there you go – get to it!

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COMING SOON

Updating you on the games of the future

QUICK JUMP TO ▶ PHANTASY STAR ONLINE p18 BATMAN p19 NBA COURTSIDE 2002 p19



NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Raven Blade

A Gamecube RPG we're raven about.

It looks like Nintendo are intent on redressing the balance when it comes to decent RPGs. Already we have news of *Raven Blade*, a traditional swords 'n' sorcery lark that's come from the stables of a company known as 'the Rare of America'.

Retro Studios (the folk also behind *Metroid Prime*) are producing a quest where you'll fight dragons, wield swords and muck about with magic. Exact details are a little thin on the ground at the moment, but it appears that the plot centres around a knight and his female companion who have to recover a mystical weapon, the Raven Blade of the title, to thwart the evil plans of Beastlord and his bestial minions. Traditional RPG nuts will be wetting their pants, particularly when they come across fire-breathing dragons and twisted sorcerers.

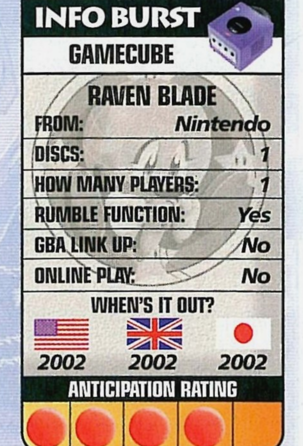
The action is real-time, not turn-based as you might expect. And our hero is an acrobatic sort, equipped with an array of martial arts-style moves, so we'll *definitely* be looking to have a fiddle with *Raven Blade* at Tokyo's Spaceworld show later in August.

Q & A

Sounds like fun.
Quite. But don't get too attached, as rumours have been circulating that Retro will concentrate their efforts on hotly-anticipated first-person adventure Metroid Prime. The official line as we speak is that both of the games are still on, but the company has had a few difficulties of late, scaling down their operations. Keep them fingers crossed, eh?



Out soon?
Don't make us laugh. This delectable confection will take ages to bake fully, so don't expect it this year. Late next year would probably be a good bet.



INFO BURST

GAMECUBE

RAVEN BLADE	
FROM:	Nintendo
DISCS:	1
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
2002	2002	2002

ANTICIPATION RATING: 4/5

Goaty freaks like this fella will be miles more terrifying on Gamecube...

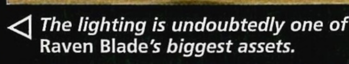
It could almost be Smaug the Terrible there.



Hmm. Something's gonna die here, that's for sure.

These types run around very realistically. Now please leave.





The lighting is undoubtedly one of Raven Blade's biggest assets.



Go on, make with the jumping.

Wasn't this fella in Conker's Bad Fur Day? No?



This lot engage in some serious chopsocky. Careful now...

Rogue Leader

Can you feel the Force?

Oh, my. Now, we're looking forward to *Pikmin* and *Luigi's Mansion* as much as the next man (probably more, in fact), but the prospect of a GC sequel to the Star Wars-fest that was *Rogue Squadron* boggles the mind…

It's set during the time of the original three Star Wars movies, so you can clamber into the cockpit of X-Wings, Y-Wings, A-Wings, B-Wings, Cloud Cars, possibly a Snowspeeder and maybe even the Millennium Falcon or a TIE Fighter. Lumme. (*Eh?* – Ed). The view has seen an overhaul and you now have a range of options, including a cockpit view. The radar now takes the form of a convex lens and shows you colour-coded targets and objects on the other side of obstacles. Also, you can use the D-pad to issue orders to your wingmen, such as to attack one target or get in formation.

As you trot around the hangar you realise a *lot* of attention has been lavished on the details, and this attention to the finer points permeates the game. For example, when flying over the planet of Bespin you can admire the gold-streaked clouds or fly right into and among the towers. Similarly, the Death Star and Star Destroyers have a *phenomenal* amount of detail on offer. There's even a new over-the-eye targetting device (using it harms your rating, mind).

Developers Factor 5 have become renowned in the industry for their use of sound effects and music, and now you'll be able to enjoy John Williams' full orchestral score and the unique sensation of TIE Fighters screaming around your skull like never before on a Nintendo box o' tricks. We'll have a lot more on this delight in the next few issues, so keep 'em peeled.

The view can be twiddled to produce amazing shots to ogle at and frame.



Check out this Bespin detail – much better than we hoped.

Blow up the balloon and it deforms just like the real thing would do if shot. Scary.



The Death Star trench run. It just doesn't get any better…

Wouldn't get in the way of that if we were you.

It can handle explosions like this without so much as a second thought.

The B-Wing will fold up sideways, which is very odd to see.

Hooray! Now we're having an office compo to see who can do the best impression of TIE Fighter engines.

Q & A

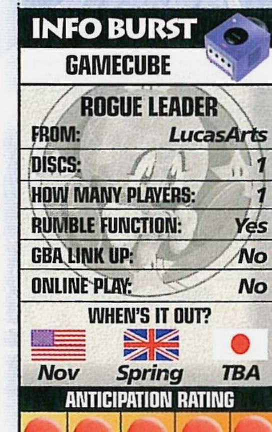
Is there anything this little baby *can't* do?
Nope. Hang around long enough, and the environments will even change look and feel as the sun sets.

Will you be able to swap vehicles?
Yes, just like in Battle for Naboo. In Cloud City, for example, you can trade in your A-Wing for a Cloud Car mid-mission.

How's the control system?
Seriously tweaked. For example, you can now alter the rate of your acceleration by using the shoulder buttons. Click R fully down and your X-Wing will fold its wings and go unbelievably fast. There's a lot more versatility in how you fire your blasters, too. Hammer A and you get a stream, leave them alone and they charge up.



And what about the view?
The view is also fully zoomable, allowing you even to look around the cockpit of your craft and inspect what you can see of your own body. All of this and never even a hint that the hardware is struggling. Now, if you'll excuse us, we have to go and have a sit down.



INFO BURST

GAMECUBE

ROGUE LEADER	
FROM:	LucasArts
DISCS:	1
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Spring	TBA

ANTICIPATION RATING: 5/5





Phantasy Star Online

An RPG for up to six billion players.

Remember the day when Sega and Nintendo were bitter rivals? How times change. Now it's all *ChuChu Rocket!* on Game Boy Advance, Sonic the Hedgehog in *Super Smash Bros Melee* (allegedly) and – as revealed to a stunned crowd at May's E3 games show – the colossal *Phantasy Star Online* on Nintendo Gamecube.

So, what is it? On the one hand, it's a fairly basic hack-and-slash RPG, set on the quasi-futuristic world of Ragol. On the other, it's a phenomenon – an online epic that's had over 200,000 Dreamcast owners teaming up via the DC's modem, battling dragons and solving puzzles to raise their character's stats over days, weeks and months.

PSO for Gamecube is actually the *second* version of the game, a direct port of the Dreamcast's *Phantasy Star Online ver2* (which should be out by the time you read this). That means you and your online cohorts can explore the four original Ragol environments, plus two – 'shrine' and 'spaceship' – which are unique to the sequel. There's no actual 'quest' as such to any of them – you simply wander from room to room with three friends, slicing up monsters and robots real nice with your sword. But with every battle won, you earn new items, weapons and abilities, and it's that – plus the camaraderie that comes with adventuring with mates – which makes *PSO* such a compulsive experience.

There *is* a one-player mode in *Phantasy Star Online* – literally the multiplayer game with you on your tod instead of in a team – and the split-screen four-player mode should prove a laugh. But it's as the first online Gamecube title that *PSO* will *truly* shine. More next month.

Q & A

So, Sega have confirmed actual online play!
Well, no. But according to our spies, Sega have permission from Nintendo to hook Gamecube up to their existing Seganet site – the same network that's currently home to Dreamcast Phantasy Star *online play. That could well mean DC and GC owners playing* PSO.

Is it all hacking and slashing?
Sega have 'thunk up' a couple of new modes for ver2. First is an intriguing soccer game, where you and your online cohorts can boot balls up and down a huge footie pitch. Second – and potentially better – is a duelling game, where warriors can lay the smack down on each other.



How do you communicate with other players?
Easily. There's a large phrasebook of pre-set conversation pieces to choose from, which are automatically translated into the language of whoever is playing. There are also symbols – smiles, frowns, and so on – that can be used to get your point across. Nice.



INFO BURST
GAMECUBE

PHANTASY STAR ONLINE	
FROM:	Sega
DISCS:	1
PLAYERS:	Unlimited
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	Yes

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	TBA

ANTICIPATION RATING





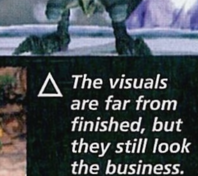
The scenery stretches for miles. That's the power of Gamecube, see.

Choose your weapon from the menu at the bottom. Wak!

Come hither, icy fiend – we wish to kick your ass.







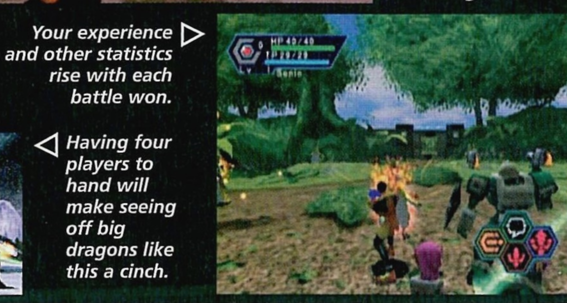
The visuals are far from finished, but they still look the business.

Lightsabres? George Lucas' lawyers will be having a fit.



Your experience and other statistics rise with each battle won.

Having four players to hand will make seeing off big dragons like this a cinch.





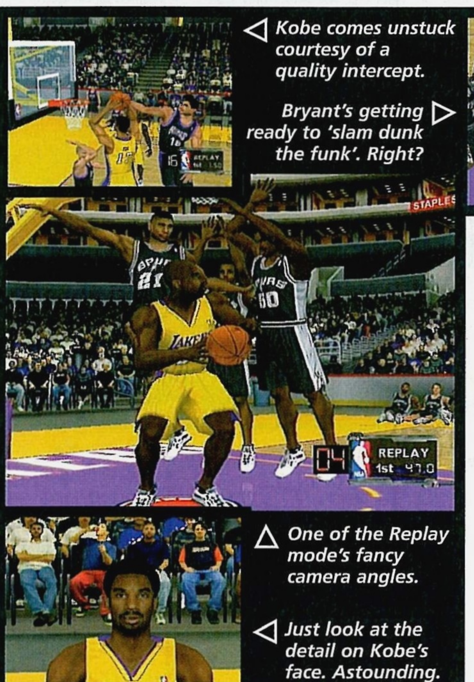
NBA Courtside 2002

Bryant's back!

Waaaay back in N64/18, we went and awarded the original *NBA Courtside* a whopping 90%. "The best and most playable US sports game on N64," we said. And we were right.

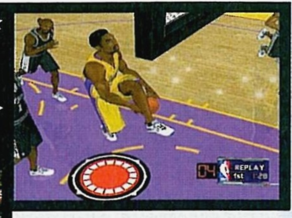
Now, Left Field Productions – after briefly turning their attention to motocross with *Excitebike 64* – are back on the b-ball court. And, unsurprisingly, they're exploiting GC's nuclear-powered innards to create some staggering visuals. *NBA Courtside 2002* features shiny courts which reflect everything that passes over them, players with unnervingly realistic faces (and shorts), and a ball that rolls, spins and shines so perfectly you'll be tempted to reach into your TV and pluck it out.

With innovations such as an intuitive C-stick passing system, and extra modes that include an arcadey street challenge, it's no surprise that no other publisher is daring to release a basketball game to challenge *NBA Courtside 2002* at Gamecube's launch. Boom-shak-a-lak! Or whatever it is.



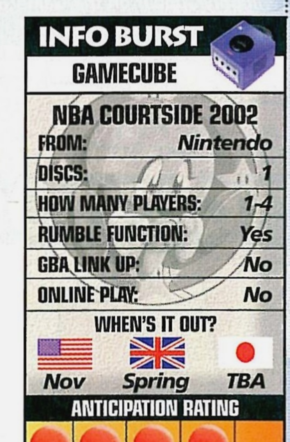
Kobe comes unstuck courtesy of a quality intercept.

Bryant's getting ready to 'slam dunk the funk'. Right?



One of the Replay mode's fancy camera angles.

Just look at the detail on Kobe's face. Astounding.



INFO BURST – GAMECUBE

NBA COURTSIDE 2002	
FROM:	Nintendo
DISCS:	1
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Spring	TBA

ANTICIPATION RATING

Q & A

Hang on – it doesn't look *that* good.
The screenshots you see here are from the playable E3 demo, which seemed to represent a very early version of the game. We're assuming the cardboard crowds and dodgy players will be fixed by the time Courtside 2002 is available to buy.

Where has Kobe Bryant gone?
Fret not – he's definitely on board. Left Field have dragged him into their motion capture studio to ensure the digital Kobe Bryant moves just like the real thing, and the game's name could yet become Kobe Bryant's NBA Courtside 2002.

Anything else new?
New 'turbo' and 'adrenaline' functions have been assigned to the L and R buttons, so you can steam past the opposition's defence or execute a pitifully egocentric slam-dunk manoeuvre with the press of a single button.

Batman: Dark Tomorrow

Kemco are coming in to 'bat'. Ha!

Now, don't get *too* excited. All the *Batman: Dark Tomorrow* screenshots we've got here are from the game's pre-rendered movie – Kemco haven't yet lifted the lid on any in-game Gamecube footage.

Still, there's no reason why the power of our favourite purple box shouldn't allow *Batman* the game to look as good as *Batman* the FMV intro. It's being described as an 'action adventure', which, given the shape of past titles starring the Batster, probably translates as a little bit of exploring, the odd puzzle, a whole lot of scrapping, and the Dark Knight leaping into the Batmobile every couple of levels for a death-defying chase through the streets of Gotham City.

In fact, the FMV offers a host of clues as to what Bruce Wayne will get up to in-game, showing him chucking his Batarang around the place, kicking baddies in the face, and – best of all – roaring over snowy valleys in his Batplane. If that's moistened your lips, your gob will be overflowing with saliva when we bring you *proper* shots from the game – *very* soon.

These are the thugs who took the Commissioner.

Expect the actual game to feature fighting like this.

INFO BURST – GAMECUBE

BATMAN: DARK TOMORROW	
FROM:	Kemco
DISCS:	1
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Spring	TBA

ANTICIPATION RATING

Gotham City is the setting, yes?
Of course. Although we're not sure what the levels will actually look like, we've been told that they take place in Gotham locales such as the Batcave, Arkham Asylum (where the Joker and his pals are locked up), and the sewers deep underground.

Is the story much cop?
You'd better believe it, as DC Comics themselves are behind Batman: Dark Tomorrow's plot. Details are scarce at the moment – the storyline's currently being extensively reworked – but we do know that it kicks off with the kidnapping of Commissioner Gordon.

Batman villains a-plenty?
You bet. All of the familiar nemeses – such as the Joker, Poison Ivy and Mr Freeze – pop up throughout the game to challenge the Batster, along with a host of C-grade baddies (Killer Croc, anyone?)



△ The four-player mode will only appear on the Gamecube version, as PS2 hardware simply can't cope with it.



▽ Oceania is certainly one of our favourite tracks.

SPECIAL INVESTIGATION

EXTREME

We get the first play of this high-octane thriller in our Gamecube world exclusive.



INFO BURST	
GAMECUBE	
EXTREME G 3	
FROM:	Acclaim
DISCS:	1
HOW MANY PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
GBA LINK UP:	No
ONLINE PLAY:	No
WHEN'S IT OUT?	
Nov / Spring / TBA	
ANTICIPATION RATING	

News certainly doesn't come much bigger than this. The awesome racer that debuted on the N64 will return to its Nintendo roots when Gamecube is launched in the US in November – and it's safe to say that, in no uncertain terms, it's going to be absolutely *huge*.

So when Acclaim invited us to spend the entire day with their latest high speed masterpiece, we promptly dispatched our master of high speed, Geraint, to bring back the exclusive details on one of Gamecube's hottest titles. Find out how he got on as we reveal how *Extreme X 3* is pushing the future-racing genre to giddying new heights of excellence...



△ Even in two-player, the game runs just as fast.

◁ The special effects show off just how powerful Gamecube really is.

△ You can even team up for co-operative play in the main 'league' mode. A very welcome addition.

TEAM PLAY

Unlike its predecessors, rather than choosing a bike you'll be asked to pick a team instead. Each team is made up of two members, and while the bikes are essentially the same, the AI of each CPU-controlled team differs greatly…

PALUS

This all-male team is the least aggressive of the lot. They rarely get into scraps on the track, instead preferring to use their speed boosts tightly around corners in order to stay ahead.



TERRA NOVA

These are the boy racers of the group, and extremely reckless. Expect them to use their speed boost and drain their shields early on. Oh, and don't shoot 'em if you don't want to be picked on.

PHASE ONE

One of the mixed teams, they're not renowned for their speed, but they're by far the most aggressive, and aren't scared to offload every weapon they have into you when your back's turned.



VIXEN

This technically skilled all-female team can be fairly aggressive, especially if you pick on them. Their racing line is always spot-on though, and as such they rarely need to airbrake.

TALON

The most cautious of the teams. Fairly aggressive, but not if it means compromising their safety. Expect them to boost infrequently – as they consider shield strength to be of utmost importance.

STARCOM

The unlockable team, who are frequently ahead of the pack as they focus almost entirely on boosting. Unlike other teams, it's made up of two robots.

XG3

N64's Special Investigations can take us all over the world – this time, we jumped on the train and popped over to Acclaim in Cheltenham.



CRAFTY COMPUTER









One of *XG3*'s most impressive features is the super-competitive AI of the opposition. Rather than just cruising round at breakneck speed like the drone craft in *Wipeout*, the rival teams have been tweaked to perfection.

Each team has its own 'personality' traits and behaves accordingly. Also, if you keep hammering one team member, their counterpart will do everything he or she can to get you back. Rather than just driving straight, they swerve from side to side to avoid your gunfire, too, while some will intentionally boost ahead and lay mines in your path. Not only that, but the leading pack will be constantly jostling for position. Overtaking the leader, for example, will normally result in him boosting straight back at you, to stop you from streaking ahead.

GO! GO!



QUALITY CUBED
Two weeks after seeing *XG3* in action on Gamecube, we're still rubbing our eyes in disbelief. The richness of the special effects and the complexity of the environmental animation is truly incredible – and Acclaim have only been working on the GC for a few months. Just imagine what they'll be treating your peepers to over the coming years.

OCEANIA

Oceania is one of the most beautiful race courses you'll ever see. Suspended high above the ocean floor, it resembles a rollercoaster more than a racetrack, with the racing surface towering ahead like an insane deathtrap.







It all starts off simply. Make sure you get a boost start to stay ahead of the pack for the track's opening stages.



Left or right? The track surrounds a gigantic metal tower high above the ocean – go for the least busy route.



Hold back on the analogue to ensure you keep your speed for this long vertical incline. Just don't look down...



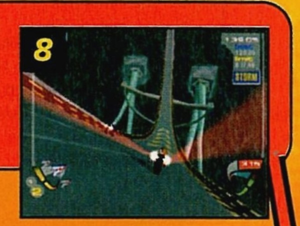
Believe your eyes. Right at the top you'll loop back on yourself before breaking the sound barrier, plummeting back to sea level...

...and charging through a beautiful glass tunnel that hugs the sea bed – giving you a fantastic view of the detailed coral reefs below. Utterly gobsmacking.

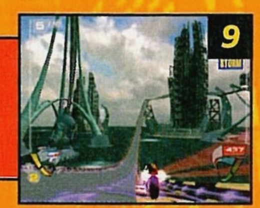
Emerging from the tunnel, you'll want to top up on shield power to keep your boost potential as high as you can.



Pump the boost button to power your bike up the hill to another split in the track...



...and then just hold it down to catapult your bike down this steep, twisting descent. With enough boost you'll break the sound barrier and speed ahead.



After using the boost, stock up on shield and ammo to make sure you can handle yourself on the final section of the course.



Now pummel the opposition as much as possible before the final bend. Activate your boost to zoom over the finish line in first. Sweet.

ATRADAITOSHI

A gorgeous cyberpunk-styled cityscape is the setting for one of the fastest tracks in the game – the vertical descent into a volatile power station is one of the most incredible sights you'll ever witness in a racing game.

START



1 This is a real beauty. Again, make sure you get a boost start – and try not to get distracted by the stunning visuals!



2 You'll be jostling for position quite early into the first bend, so just take your time stay tight to the inside of the shallow turn.



3 Now, with your systems activated, it's time to employ the boost to get to the front of the pack. Just watch out for their mines.

4 With your boost exhausted, collect more shield from the lightning-filled power station. Lovely!



5 How tasty is that?! Like something straight out of Blade Runner, little hover cars cruise around the skies overhead.



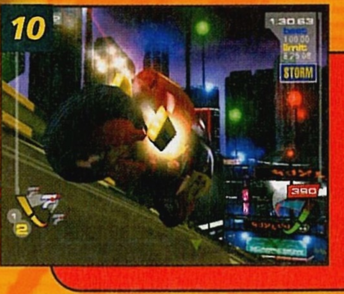
6 As the moon looms behind the neon-lit skyscrapers, it's time to extend your lead with some more turbo.

7 You'll want to stock up on ammo, too. Just make sure you don't fall off the edges of these insane jumps. Easy now.

8 As usual, the other racers are never far behind. Keep your eyes on the track and lay plenty of mines – or they'll never leave you alone.



9 On the final section of track, stay as tight into the corners as you can. This way you can shield yourself from incoming missiles.



10 Nearly there. Just keep the boost held down, draining the what's left of your shields. Deposit the last of the mines and burn down the final descent.



TUNE!
One thing we didn't expect from *XG3* was the quality of the soundtrack. As it turned out, the game's music has been supplied by the trendy Ministry of Sound – which would explain why you'll see their billboards on the side of the track as you scream past – and includes some unheard tracks exclusive to the game.

GO! GO!

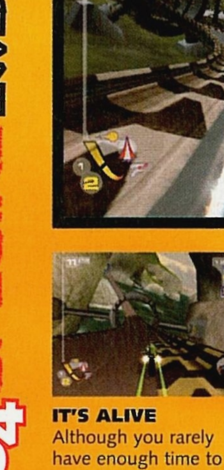


◁ If only you could see this baby move – you'd fall in love with it instantly.

Mmmm. Lighting effects to die for. The presentation is superb. ▷

△ Extreme G 3's four-player mode is an absolute riot. Bring it on!

◁ Vicious tussles with the enemy are commonplace. Watch yourself.



IT'S ALIVE
Although you rarely have enough time to appreciate it due to the speed, the trackside environments are bursting with life. Birds hover overhead, vehicles glide between neon-lit skyscrapers and trees sway in the wind. Around every corner on every track, there's always something going on – but what's even better is the fact that various off-track activities are triggered by your position in the race. If you're powering ahead in first place, expect to see a burst of fireworks as a glittering reward for your outstanding skill.

Let's not mess around here – *Extreme G 3* is an absolute blinder. Considering the number of futuristic racers that keep cropping up, it's always difficult to be impressed when you're faced with yet another high-speed, neon-lit driving game – but thankfully, this *isn't* the case with *XG3*.

After just a few minutes with the game, it's immediately apparent that you're playing something very special. It's clear that Acclaim Cheltenham have lavished love and attention on *XG3* and it's certainly paid off. First and foremost it's the most accessible high-speed game you'll ever play. Answering critics of the first two titles, the tracks have been widened substantially, while the bikes themselves are much more responsive. What this means is that the moment you pick up the pad, you're not struggling against hideous hairpins and poor track design. Instead you'll find yourself burning rubber at blistering speeds and grinning like a Cheshire cat while you're doing it.

That's not to say it's easy, mind. Oh no. You see, the deceptively simple control system hides a subtle depth that separates the novice from the experts, and it's all down to the way you handle the analogue. Pulling back on the stick as you climb, for example, will raise your nose, slightly boosting your ascent and giving you the edge over those who simply steer with little regard for the complex mechanics of the bikes themselves. This, among others – we won't spoil it for you – ensures that the more you practice, the better your standings will be. Together with the cunning AI of your opponents, *XG3* poses a very steep challenge indeed, while the ease with which you play ensures you'll enjoy it no matter how badly you're losing.

VISUALS ***The tracks are insane, with gigantic loops towering in the distance and crisscrossing above you...***

Naturally, the obvious parallels will be made to *Wipeout Fusion* on PlayStation 2, but to do so would be unfair to *XG3*. If anything, it's much more like *F-Zero X*, only twice as fast and infinitely more attractive.

BLASTER MASTER

XG3 is as much about the use of weapons as it is about racing. In fact, it's virtually impossible to beat the game without engaging in battle. This time, though, rather than driving over pick-up points,



ROCKETS & MISSILES
Forward-firing projectiles which explode on impact. Very powerful.

REAR BLASTER
Keeps enemies off your tail with a stream of fire. Also boosts speed.





DESTABILISERS
Causes opposition bikes to handle like a nightmare. Very handy indeed.

LEECH
Sucks away opposition teams' shields while replenishing your own. Sneaky.





△ Speeding down the shaft of the power station, you'll see lightning shooting all around the track.

The detail on the bikes is astonishing, with airbrake flaps and weapon pods moving constantly. ▽

△ Cruising through the power strips on the trackside will top up your ammo and shields – much like in F-Zero – and you'll certainly need them.



SONIC BOOM
One of the most impressive moments in *XG3* comes when, after pumping your turbo, you break the sound barrier. The screen warps briefly before blurring as you accelerate through the pack. Not only does it give you an *even greater* sense of speed, but it's one of the coolest effects we've ever clapped eyes on. *XG3* is positively bursting with little rewards like this – and is just another reason why it's such a joy to play. Awesome.

The shield and boosts work in very much the same way – with players driving through a 'pit lane' to power up. The tracks are also just as insane, closely resembling rollercoasters, with gigantic loops towering in the distance and crisscrossing above you – a staggering achievement in itself, but when you consider the gobsmacking surroundings and the speed with which it all moves, you begin to realise what an incredible experience Acclaim have developed for you.

Naturally, we'll keep you fully posted on all the happenings as *Extreme G 3* approaches completion, but rest assured, you're looking at a bona fide corker – even at this early stage. This is going to be something very special indeed.



you can use your winnings to purchase new weapons and upgrades. Choosing the right weapon for you racing style is very important, so take note…



MICRO MINES
Sends a cascade of bouncing mines behind you. Essential equipment.



FLASH MORTAR
Great, this. Blinds the opponent by warping and twisting their view.





RAIL GUN
Vicious. A single high-powered projectile that obliterates the enemy.

EMP
Electromagnetic pulse that disables the weapons of anyone in range.



SPECIAL INVESTIGATION

THE GAMECUBE CLINIC

Answers to your GC questions – straight from the experts.

So, you've had a couple of months to dribble over the first proper shots of Gamecube in action. Excited? You bet you are. Judging by the bulging bags that our postie's been hauling into the office of late, your collective brains are positively overflowing with Cube-related questions.

How soon can I get one? How much will it cost? What makes it so powerful? And (in the case of one slightly unhinged reader) how heavy is it? Valid posers all, and ones that deserved *proper* responses, rather than the kind of waffle-heavy non-answers that the devious Ninty so often give.

Which is why we've gathered together the biggest Nintendo brains on the planet, and challenged them with your most common GC queries. Prepare for enlightenment…

THE EXPERTS

Half a dozen folk who know everything there is to know about Gamecube.



Jim Merrick

Technical Director at Nintendo of America, Jim has played a key role in designing Gamecube, and is now beavering away on Ninty's online plans.



Nintendo of Europe's Head of PR, with special responsibility for the UK. She oversees many of Ninty's operations right across the continent.



Julian Eggebrecht

President of Factor 5, the team behind Star Wars: Rogue Squadron on N64 and the incredible-looking Rogue Leader on Gamecube.



James is Nintendo UK's Product Executive and resident hardcore gamer. He also knows Shigeru Miyamoto's personal email address. Crikey!





Charlie Ambrose

Manager of CA Games (0141 334 3901), a Glasgow store that's been importing consoles and games from the US and Japan since the year dot.



Not his real name, obviously – but this chap is unnervingly close to Nintendo's operations, and can dish the dirt on what Shigsy and the boys are up to.



WHEN, WHERE AND HOW MUCH?

Q Japan on 14th September for ¥25,000, US on 5th November for $199.95 – what about the UK?
Doug Green, Hampshire

A ***Shelly Friend:*** *"Gamecube is set for release in Europe in spring 2002. As yet, no indication of European pricing has been given."*
Charlie Ambrose: *"March, £199.95. You can bet on it."*

Q Why is it so cheap?
David Morris, Merseyside

A Jim Merrick: *"Too many reasons to list! We've identified and focused on the bits of technology that truly enable better gaming, and eschewed other extraneous 'features'. Plus, we've squeezed thousands of different functions onto very few chips, keeping the number of parts down and making Gamecube very easy to build."*

£500+ £400 £300 £200 £100 £0
Sep Oct Nov Dec Jan Feb
Jap launch
US launch
UK launch

△ Charlie Ambrose's estimate of import GC prices over the coming months. Take heed.

Q Is it worth me importing a Gamecube?
Sam Fone, London

A ***Charlie Ambrose:*** *"The people supplying Gamecubes from Japan and the US to importers can basically charge whatever they like, because supply will be short, and demand from the UK high. So, a £150 machine could get anything from £300 to £500 put on top. Exchange rates are a problem, too, being worse now for importers than when the N64 was released. But if cost isn't the issue, you're getting a Gamecube months before anyone else."*

MoSys
ATi
Panasonic
NEC
IBM technology

△ The innards of Gamecube – packed nice and tight so that the machine doesn't cost a packet.

Q Gamecube games for $50 in the States? N64 games are the same price. I thought discs were supposed to be cheaper?
Joseph Nangle, Ireland

A ***Shelly Friend:*** *"Games costs are not just about the material costs, but also the developmental time and creativity that goes into producing these great titles. What's important is the quality and length of the game – Gamecube fans will enjoy hours of top-quality entertainment."*













GOODBYE TO LOAD TIMES

Q PlayStation load times are excruciating. How will Gamecube get around this problem?
Tom Stopford, Blackpool

A ***Jim Merrick:*** *"The disc format was designed with the needs of gaming in mind – not DVD movies, not CD music, etc. As such, we've been able to optimise it for many aspects of gaming, including fast load times."*
Ian Cider: *"Gamecube's load times are amazing. Coders have actually had to artificially lengthen the pauses between levels, because testers have told them it just didn't feel 'right' how quickly games switched between different screens."*

Q Will all games save to memory cards? And will I need to buy a large-capacity SD card for some titles?
Tom Stopford, Blackpool

A ***Julian Eggebrecht:*** *"Nintendo have given the standard memory card a small capacity – developers should be forced to make all their save game data fit onto it. I would hope no-one would need to buy an SD card – they're very pricey – but their massive storage space means you could buy one and store saves for hundreds of games on it."*

Panasonic SD 64MB



△ Gamecube's tiny card capacity has forced EA to cut back on Madden's save game data.

BEST GRAPHICS EVER?



If we didn't know better, we'd say this was a shot from a Star Wars movie. That's the power of GC.

Q Will Gamecube's visuals wipe the floor with PlayStation 2 and Xbox?
David McDonald, Glasgow

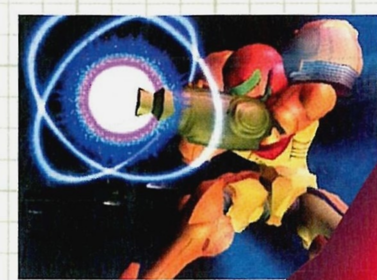
A *Ian Cider: "Definitely, for a number of reasons. First, the Flipper graphics chip that Nintendo and ATI have designed manages to pump out an obscene number of polygons in real game situations – far more than PlayStation 2, and around the same number as Xbox.*

But, more importantly, they've integrated hundreds of specific game-related effects onto the Flipper chip. What that means is developers don't need to worry about blurring objects in the background, or illuminating rooms with multi-coloured lights – the Gamecube will do it all for them. With the N64, only Nintendo and Rare could extract the machine's best visuals – with Gamecube, anyone can get graphics to match Luigi's Mansion *or* Super Smash Bros.*"*

Q Will my old N64 SCART cable work with Gamecube, and can my portable TV cope with the visuals?
Sam Fone, London

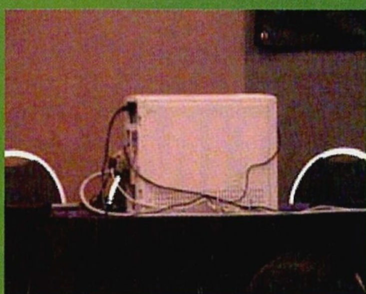
A ***James Honeywell:*** *"Although the port looks similar, we're unsure whether the cables will be compatible. I'm sure confirmation will come in September. Don't worry about your TV; think of it in terms of playing a DVD – it looks crystal-clear no matter what telly you're using."*

The N64 SCART lead will fit – but will it work?


At last – Samus as Gumpei Yokoi always intended her to look.

NGC AS EASY AS ABC?



The first glimpse of an actual Gamecube development kit.

Q Gamecube's supposed to be easy for developers to use. Is this really true?
Tim Wilson, London

A ***Jim Merrick:*** *"Yes, in three ways. First, we listened to our developers, who told us they want to be experts in game development, not in learning how to use new development tools. So we took the tools they were already familiar with from N64, refined them, and augmented them with new applications, producing a very strong suite of professional tools for Nintendo Gamecube.*

"Secondly, we made Gamecube powerful and focused on games, allowing developers to really focus on the essence of their art – game development. Finally, we backed them up with comprehensive development support."

Julian Eggebrecht: *"Gamecube uses a coding system that's very similar to something called OpenGL, which is the industry standard way of creating 3D graphics. Basically, anyone who's learned 3D programming knows OpenGL, and will therefore take to Gamecube like a duck to water. Plus, Gamecube offers no nasty surprises – if you calculate how a particular effect will turn out, it will turn out that way, without unexpected slowdown or glitches."*

Q How much are development kits, and where can I get hold of one?
Josh Farmer, Manchester

A ***Julian Eggebrecht:*** *"There are several types of GC dev kit – they're all substantially cheaper than those for PlayStation 2, and about the same price as XBox's. Thing is, there's a major shortage of dev kits at the moment – you're only likely to get one if you've signed up with a big publisher like THQ or Acclaim, who can approach Nintendo of America on your behalf. There'll be tons more dev kits to go around soon, mind."*

CodeWarrior
for NINTENDO GAMECUBE
Game
Development Tools
From Metrowerks

CodeWarrior is the development tool of choice for GC programmers.

NOTE: Prospective publishers should contact Sandy Hatcher in the Licensing Department for further information.

All Prospective Nintendo GameCube developers!

Nintendo is unable to start up a Nintendo GameCube independent developer program at this time. The response from developers and publishers at E3 has been tremendous. As we expected, the demand for dev kits has again exceeded our supply. The dev kit situation will improve in the next couple months, however we're very reluctant to make any commitments as to a specific date.

We are currently allocating GameCube dev kits thru our publishers. If you've already got a deal with a publisher, please send us information regarding the game title, schedule, and publisher contact. We will confirm this information with them, and allocate dev kits thru the publisher. This process can happen relatively quickly.

If you don't have a publisher deal, we ask for your patience. If you can sign a GameCube contract with a publisher, we will grant the GameCube authorization in order to complete the deal. We cannot grant the authorization before a signed deal is in place. It sounds like the classic "chicken and egg" scenario. But it's the best we can do at this point.

What can you do in the meantime?
Since all of you are familiar with writing to hardware abstracted thru an API, we suggest that you continue to develop your game on whatever platform you feel comfortable with. The majority of your game design should not necessarily be affected by the hardware platform beneath it. When it comes time to adapt your game to GameCube hardware, we feel confident that this process will be quick and painless. You will not be required to write any microcode.

Can you can get the docs and specs? What about the software emulators you've heard about?
The GameCube specs are posted on our Web Site. If you would like to see them, click here. Additional docs will be provided when you become authorized for GameCube development. Software emulators will also be provided at that time.

Nintendo's developer's website explains the dev kit shortages. But what exactly is Wario doing there?

LET THE GAMES COMMENCE!


Rebirth *was initially thought to be pre-rendered FMV – until Mix-Core revealed that much of it was running in real-time. Rather special, eh?*

Q Nintendo showed some demos of games at Spaceworld that have since disappeared. What happened to them?
Greg Dipper, Manchester

A Ian Cider: *"Most were turned into games – the* Wave Race *and* Luigi's Mansion *demos, as you've seen, became proper titles. But that leaves four mysterious disappearances..."*

Too Human
"Originally destined for PlayStation – when it was all but completed by developer Silicon Knights. After Eternal Darkness *is done, expect this game to be polished off and released in early 2002."*

Cars
"This was never actually a game. It was simply a technical demo that Nintendo created to show off the amazing power of Gamecube. If you've got a development kit, in fact, you can access Nintendo's developer's website and download this very demo."


Gran Turismo 3 A-Spec? *Pah! Sony can stick that one straight up their*


Silicon Knights have spent too long on Too Human *not to release it.*

Rebirth
"Simply a great graphical demo. Mix-Core, the people behind it, don't design actual games – and they're now too busy creating intro sequences for Japanese TV programmes to do any more Gamecube work."

Meowth's Party
"Nintendo are working on a new Pokémon game for Gamecube – it'll look much better than Meowth's Party, *and come complete with a groundbreaking link to the upcoming Game Boy Advance version."*

Q How many games can we expect at launch, and who is going to ensure the flow of titles doesn't dry up, à la N64?
William Lancaster, London

A Ian Cider: *"For once, you can be glad you're a gamer living in the United Kingdom. By the time Gamecube is released on British shores, there'll be a catalogue of over 25 games which should be staggered over several months to avoid an N64-style drought. And you need not worry about a lack of triple-A titles – Konami, Namco, Capcom and more will be revealing big, big games at this August's Spaceworld show in Tokyo."*

GAMECUBE WORLD



Our unofficial – and incomplete – Japan and US 2001 Gamecube release schedule. Filled with games that'll be ready for the UK launch in spring 2002.

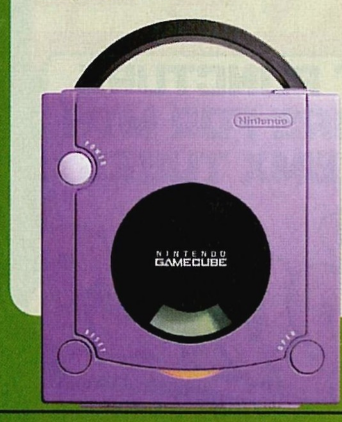
September
Luigi's Mansion
Wave Race: Blue Storm
Super Monkey Ball
Unnamed Mario title
100 Marios
Resident Evil Zero
Unnamed Konami game
Unnamed Namco game



October
Pikmin

November
Super Smash Bros
Extreme G 3
NBA Courtside 2002
Star Wars: Rogue Leader
Eternal Darkness
Madden NFL 2002
Dave Mirra Freestyle BMX 2
SSX Tricky

December
Animal Forest
Batman: Dark Tomorrow
Starfox Adventures
Tony Hawk's Pro Skater 3
Phantasy Star Online v2
Virtua Striker 3



AND FINALLY...

Q How heavy is Gamecube?
James Johns, Birmingham

A James Honeywell: *"I'd say it's pleasantly heavy. It's got give. I haven't really got anything to compare it to, but think the Dreamcast – not so heavy that it needs two people to lift it, nor so light that a gentle breeze will knock it off the table."*

Q Were the DVD-style cases shown at E3 the final design?
Liam Beale, Wimbledon

A Julian Eggebrecht: *"I love those boxes. It's a great choice for the US and Europe – retailers have the right-sized shelves already because PS2 games come in similar cases, so Gamecube games will fit right in there."*
James Honeywell: *"No final decision has been made on the packaging. Again, expect more details in September."*



Expect Gamecube display units like this to be popping up in an Electronics Boutique near you very soon. Yes, sir.



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N64 presents
planet
GAME BOY
EWS, REVIEWS AND T
, ADVANCE, POCK
REVIEWED THIS ISSUE!
A RARE TREAT
page 32
A glittering line-up of GBA goodness from Twycross' finest. Booyah!
BACKTRACK
page 34
The first-person battle hots up with this lightning-fast GB Advance shooter!
TOMB RAIDER
THE CURSE OF THE SWORD
Lara leaps back with an ace adventure exclusive to Game Boy Color!
WIN!
Shrek on Game Boy Color is up for grabs inside!
PLUS
• Every new Game Boy Advance game rated!
Bomberman Tournament, Hot Potato and more.
• Tips and codes for GB games old and new.
Plus, get da freak on with Game Boy Gallery.
ISSUE
33
September 2001

Welcome to Planet Game Boy

My, my. Things in the land of the Game Boy just keep getting better. Just when you think the volume of games coming into the office is about to level off to a steady trickle, a load of gems come begging and panting to be given some attention.

First of all has got to the delectable Ms Croft, whose second handheld offering has a lot going for it, even if you can't quite count innovation as one of her best qualities. But hey, if it ain't broke... After you've finished playing with Lara, there's a whole bundle of fun to be had in the shape of foreign oddity ***Super Dodge Ball Advance*** plus a host of other equally curious games. Of course there's been a predictable level of dross to wade through, but it's really getting to the point where there's almost too much to squeeze into our little section here. And not only on GB Advance, it has to be said.

And now that GBA has been proven good, launched over here and done vast amounts of 'business', as they say, (it didn't take the Sky News Business Report to predict that *that* would happen, did it?), the quality is really starting to come through. Sure, the launch line-up was very strong, but it inevitably takes time for developers to *really* extract the maximum amount of fun-juice from any new machine. The good news, though, is that the process of refinement is already starting to happen. Hooray!

Geraint Evans, Editor

planet GAME BOY
Planet Game Boy, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.
Issue 33, September 2001
Editor: Geraint Evans
Contributors: Mark Green, Alan Maddrell, Justin Webb, Ade Owens, Paul Edwards, Steve Jalim

RARE TREATS

Bless 'em. Twycross' favourite sons, Rare, have decided to turn their hands to the GBA. They've currently got a series of delights in the offing, namely *Donkey Kong: Coconut Crackers*, *Diddy Kong Pilot*, *Sabre Wulf* and *Banjo-Kazooie: Grunty's Revenge*.

Speccy classic *Sabre Wulf* has been dragged into the advanced age and is now an isometric exploration game packed with the kind of quality play we've come to expect. You'll be battling beasties, each with their own abilities, to reclaim goodies stolen by our old nemesis Sabre Wulf himself.

Diddy Kong Pilot, however, closely resembles the excellent flying bits from *Diddy Kong Racing* on N64. Aside from customisable planes, what really gets us sweaty is the thought of actually *tilting* the GBA to control the craft. With full sprite-scaling in effect, it's sure to look (and play) even better than *Iridion 3D*.



Looks like you can visit Mumbo's house again. The madness begins.

We alerted you to the presence of *B-K: Grunty's Revenge* in **N64**/56. Even on the wee screen, you can see a lot of the N64 moves being duplicated, as well as that annoyingly cheerful colour scheme. However, the real enigma is *Donkey Kong: Coconut Crackers*. It's a puzzler somewhat in the style of *Wetrix* – you have falling coconuts containing coloured paint that must be arranged into squares, rectangles and so on. The Kremlings are causing trouble as usual, so you'll face off against them or even your chums in multiplayer battles. This is all shaping up to be great stuff, and you can guarantee we'll bring you the goodies as soon as can be.





Keep reminding yourself: this is a GBA screenshot, not an N64 one. Phew.





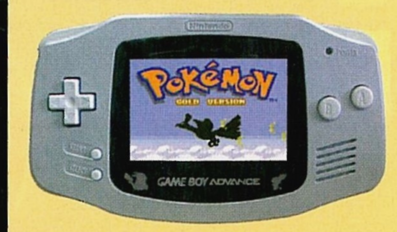
DK:CC may look like a nightmare, but we trust it'll play like a dream.

We always liked Diddy Kong Racing's flying sections.



We don't remember the Speccy version looking this good...

SPECIAL EDITION



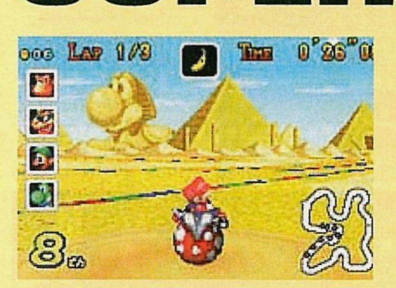
Never let it be said that Nintendo like to bring out flashy 'special edition' novelty consoles to hitch a ride on the back of *Pokémon*'s massive success. Nope, not them. Ahem.

Still, we'll forgive them just this once, especially as we went a little Game Boy Advance crazy this month and got in a couple of supremely lovely handhelds to make up the numbers for those intense, all-night *F-Zero*-athons. First up is a slightly spangly blue-silver GBA that comes complete with small white silhouettes of Pikachu and Pichu discreetly tucked below the screen. But the newest addition to our ever-growing GB Advance family is the green edition, which features new Pokémon Celebi in a similar position. What's even better is that they're retailing for the same price as a normal Advance. Don't get too excited, mind – you can only get these from the special Pokémon Centres in Osaka and Tokyo. Start saving for those air tickets now...



Aah, lovely. Worth the cost of a ticket to Tokyo, don't you think?

MARIO KART: SUPER CIRCUIT

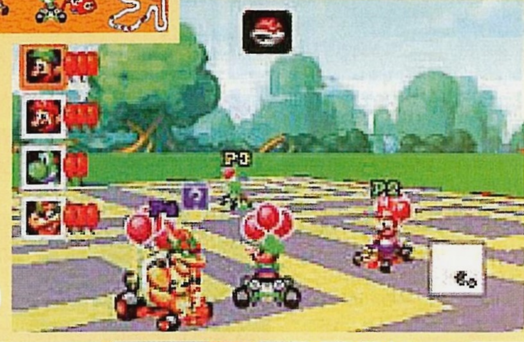


Eh? What's this? Have no fear – *Mario Kart: Super Circuit* is simply the mystifying new name for the artist previously known as *Mario Kart Advance*. The reason for this is not known, and the new name does sound a touch naff to us. But never mind.

The most exciting aspect of *Mario Kart: Super Circuit* has got to be the multiplayer. With as little as one cart, four players can participate in an experience markedly similar to the N64 version. Obviously, though, plug in more carts and you get more options. With a single cart, you can play as a Yoshi in one of four karts. With a cart each, four can duke it out with full choice of vehicles and characters, or two can play against up to six CPU players. Weapons are more or less the same, but ghosts now slow you down and red shells are slower but smarter. Mark expressed the odd concern about the handling on his return from E3, so we'll be keeping a beady eye on that.

There are 16 tracks in all, split into four cups, including a Bowser's Castle stage in each world – a horrifying prospect and no mistake. That's not including the Special Cup you unlock at the end of it all, mind.

Impressively, the Time Trial mode has also seen an overhaul. Not only can you race against your ghost, but you can now trade them with other players and then race your own ghost and your friend's *at the same time*. Great stuff, no? Expect a review of the Japanese version next month.



Dry Dry Desert, if we're not mistaken. Top colours there.

The Battle mode is bound to be as much of a treat as the N64 version. Sweet.





Now that's the stuff. Four-player racing if you please!

SPYRO: FIRE AND ICE



Spyro's natural habitat is proper 3D, but Isometric City should work well.

Well, here's a thing. One of Sony's less-inspired mascots is coming to GBA. The purple wee dragon is known for jumping, gliding and periodically belching flame, but all in a friendly, happy-go-lucky kind of way.

As you can see from these screenshots, *Spyro* is an isometric exploration platformer that features some cutesy antics and a fair few puzzles. You'll also be able to take control of Sparx the Dragonfly for a bit of aerial action. The *Spyro* series has been reasonably received on PlayStation, and should be a welcome addition to the ever-growing GBA line-up, as it's developed by Digital Eclipse, who've come up with some decent stuff in the past, like *Rayman Advance*. Expect bright, vibrant colours and some decidedly engaging gameplay. It's due out in November, and we'll be bringing you a review nearer the time.



Looking nice there, Spyro. If it were any brighter our eyes would sweat.

WIN! SHREK FOR GBC!

Those generous sorts over at TDK Mediactive are at it again. They've coughed up three copies of their new movie tie-in *Shrek: Fairy-tale Freakdown* for Game Boy Color to give away.

Sounds appealing, doesn't it? Right, then. For a chance to bag a copy, answer the following question on a postcard or back of an envelope and send it to us pronto.

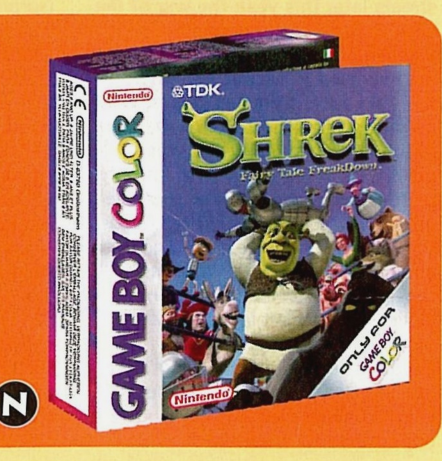
What is the tagline for the Shrek movie?

a) In space, no-one can hear you scream.
b) The greatest fairy-tale never told.
c) Mummy, why is the donkey talking?

Send your answer (using stamps, mind) to us at…

Shrek for me, please!
N64 Magazine,
Future Publishing,
30 Monmouth Street,
Bath,
BA1 2BW.

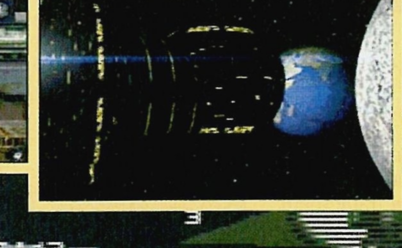
Your entry must reach us no later than Tuesday 4th September. Multiple entries will be fed to Geraint.







△ You can't see that far ahead of you, mind. But it's probably best that way.





▽ You'd jump like a fool too if that exploded by you.



△ Shall we open this door? Odds-on something nasty lurks beyond…



◁ The animations alone will be worth a quick drool. Yup.

◁ That'll teach 'em to wear green and purple.

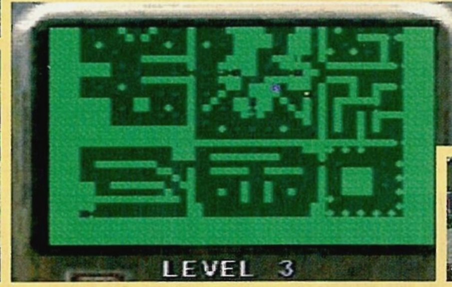
▽ As we said, it's easy to get lost.



△ Optioned up to the max.







Gotta love the minigun for maximum destruction. ▽



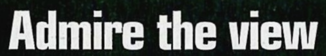
Backtrack

We're having great fun keeping track of an impending war which will spill onto the streets later this year: the war of the GBA first-person shooters. Sidestepping and rocket launchers are expected to feature heavily…

Backtrack, from Telegames, will be facing off against *Doom*, *Dark Arena* and *Ecks vs Sever*, but has quite a lot going for it. First, and perhaps most impressively, you'll be able to link four GBAs and go head-to-head with nine weapons and even a handful of bots. The weapons range from short-range stabbing devices to a rocket launcher which produces explosions that rival anything seen in the likes of *Iridion 3D*. Effects such as this and the Energy Ball weapon will be an opportunity for *Backtrack*'s developers JV Games to show us some lovely transparency magic, too. You strafe using the shoulder buttons (surprise!), use B to cycle through weapons, and A to either fire or activate things. However, pressing Start brings up an ever-expanding map which you can move around if you get lost. And you might, seeing as each of the 12 levels is quite huge. However, everything is understandably on the horizontal, as it takes a lot more processing power to involve vertical elements such as stairs or enemies that you have to look up at to shoot.

If you've ever played the very early first-person shooters on PC, such as *Castle Wolfenstein 3D*, you'll be in familiar territory. However, whereas *Wolfenstein* had large areas, Nazis and not much variety in the scenery, *Backtrack*'s areas are more claustrophobic and packed with gribblies. And while *Ecks vs Sever* favours a more strategic approach (or you'll be mercilessly slaughtered), *Backtrack* is a good old honest action game where the idea is to kill off the altered humans, cyborgs and other deviants to save the world from an evil from 400 light years away. However, your brain will get a bit of exercise from you having to locate secret doors – some of which are necessary to complete a level – and working out which buttons will activate which doorways.

Backtrack is expected to hit the shelves Stateside in September, and we'll have more on its competitors next issue. Between them and *Mario Kart: Super Circuit*, surely no work will ever be done by us again…



Admire the view

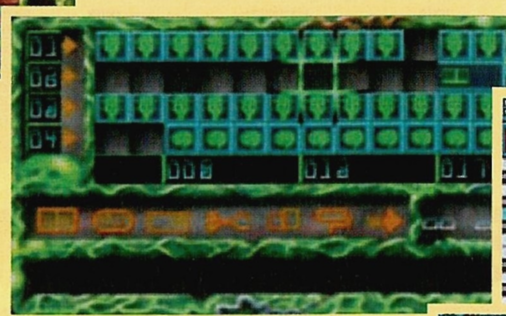
RADAR
As *Metal Gear Solid* on GBC showed, you can get quite a good idea of what's around the corner with this little beauty.



AMMO
Handily, you can keep tabs on how many shots remain for each of your weapons. Just watch as the minigun eats it all up.

SMOKE
Transparency effects really distinguish a so-so game from one where every last drop of power has been used.

Pocket Music



Your music is handled block by block – very easy to get used to.



Each type of riff gets its own icon, helping you tell what's what.

Ever fancied having the power to churn out some wickedly phat beats and funk-laden basslines in the palm of your hand? Thought as much. Well, thanks to those brainy types at the UK-based Jester Interactive, you can do just that.

Pocket Music allows you to create your own tunes by using the built-in drum beats, sound samples, melodies and basslines, as well as the multitude of musical instruments on offer. In total there's a decidedly impressive 600 different samples to choose from, all of which are of a suitably high quality.

Almost every aspect of the software is customisable, allowing you the freedom to create exactly what you want. We wouldn't worry about it being overly complicated to use, either. Jester Interactive have been kind enough to include some prearranged tracks to let you understand the capabilities of the software, while the interface itself is easy to get to grips with, making it a joy to play around with. You can even save tunes to your cart and swap them with your mates.

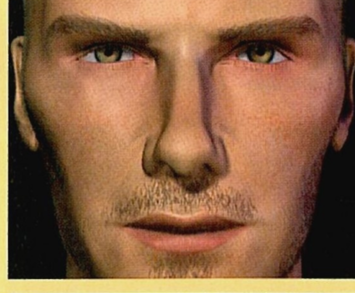
Our only word of advice would be to make sure you invest in a set of headphones so that you don't annoy any innocent bystanders with your hideously composed, gabba-fuelled, techno monsters… or something.

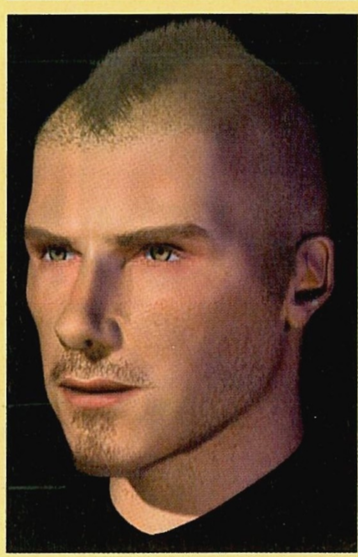
Check out those options, if you will. There's a lot going on here, yes indeed.



Playing around with samples in the palm of your hand.

David Beckham Soccer





It was only a matter of time before the England soccer captain starred in his own moneyspinning footie sim, and – would you believe it – it'll be out *just* in time for Christmas.

While it's easy to be a little cynical about endorsed sporting titles, *David Beckham Soccer* is looking like it'll shape up rather nicely. There's a very impressive tally of 350 international and domestic teams to choose from – all with their real names – and a comprehensive set of campaigns to enter, from the usual national league and cup games to the trickier European fixtures.

There's a superb Training mode where you can get tips and tactics from the man himself, and also a Beckham biography feature in there too, which should help satisfy his fans. You might even be able to change his haircut, to keep up with the real DB's style.

Rest assured we'll fill you in on any more details as and when they arrive in the office.

The virtual Becks. Isn't that stare remarkably piercing?

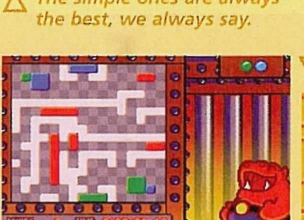
Denki Blocks

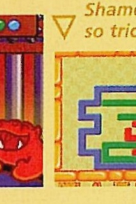


The simple ones are always the best, we always say.

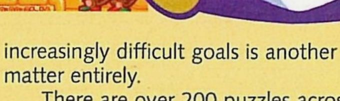
Is that a mountain capped with Ice Magic over there?







A pretty puzzle, this. Shame it's so tricky.



It's handheld-puzzler time again folks – and as if there weren't enough of them out there already, *Denki Blocks* looks set to keep you dedicated shape-shufflers addicted for many months to come.

The premise is simple. Move and position designated shapes to form larger, pre-defined shapes in the fastest time possible. The game mechanics are dead easy to master, while actually completing the increasingly difficult goals is another matter entirely.

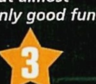
There are over 200 puzzles across eight modes of play – which naturally include the all-important Training mode, as well as multiplayer games which can be played with one cart.

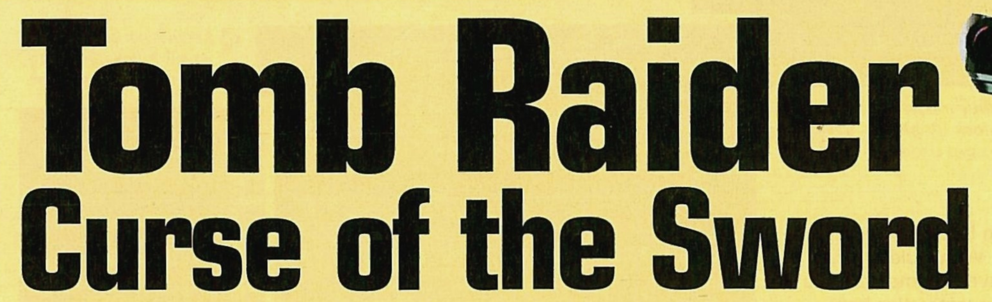
What really did it for us, though, was the super-cute, simple graphical style and cheerful characters who pop up intermittently. An interesting little number, make no mistake…

YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

- 5 – A simply fantastic game, and an essential purchase.
- 4 – Well worth a look, this is an excellent title.
- 3 – Some problems, but almost certainly good fun.
- 2 – Flawed. Probably not worth bothering with.
- 1 – Utterly lamentable. Avoid like the plague.



Tomb Raider
Curse of the Sword



GBC REVIEW | **From:** Activision **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** 12th August

Interestingly, the top-heavy archaeologist's latest Game Boy Color offering doesn't actually tie in with the movie that the game's release coincides with. Instead, this time, Crofty's got to recover an ancient artefact in order to save the world – or was that the last game?

VISUALS *It's an absolute delight to look at... Lara's movements are graceful and poised.*

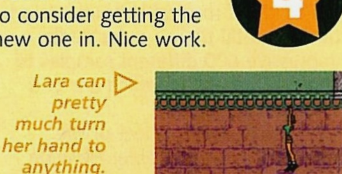
Anyway, plot déjà-vu aside, it's on with another slice of Lara's slickly animated horizontal platforming. Most of your time is spent climbing and jumping around in search of a switch, key or item to grant access to a new area. There are a few enemies to despatch with your trademark pistols, from riot-shielded guards to dogs and scorpions. It's all an absolute delight to look at – the backgrounds are beautiful and Lara's movements are graceful and poised.

Your quest starts at a museum that's hardly user-friendly and features far more exposed wires and deadly pitfalls than you're ever likely to see at the Natural History Museum. A sword has been stolen which will (according to legend) confer upon its owner some unspecified supernatural power. It's not clear at first which particular group of baddies has absconded with the chopper, and a typically intricate storyline unfurls.

You'll often have to head back to past areas to find something new unlocked, but very occasionally you'll find yourself bimbling around with not much of a clue as to what to do next. This doesn't happen too much though, and none of the levels are so enormous that you'll get lost. Indeed, their design is fairly well considered, and there's an adequate handful of save points sprinkled around them. Now, this is officially a Very Good Thing™, since one of the major problems we had with *Indiana Jones* on GBC last issue was how you could spend ages getting through a level only to be mercilessly slaughtered and have to do it all again.

Tomb Raider is a highly pleasing blend of really slick animation, climbing, swinging and leaping that's more highly polished than even the likes of *Pitfall* on GB Advance. Lara's efforts on other formats may be getting rather stale, and this latest instalment is certainly no reinvention of the wheel, but it's still more or less the best game of its type that money can buy. Notice that the score *Curse of the Sword* gets is the same as its predecessor, and with good reason. The game is really just a set of new levels, which is still no bad thing if you've got through the original and fancy some more. And if you haven't played Crofty's previous GB outing, you would be well advised to consider getting the new one in. Nice work.





Lara can pretty much turn her hand to anything.



Ahem. That fella can't see us here. Oh, no. Not at all.

Medkits, a key, a crowbar and a gun. It's all you need in life.



Go on! Pull the switch.

You can bet your life that'll come in handy.

The static cut-scenes impress, don't they?





Doesn't look like a sensible, calm conversation will be able to sort this one out. Oh well.

JUST DO IT



RUN!
Actually, press just Left or Right and you walk, rather than run. It makes sense when you see how danger's at the screen's edge.



CLIMB!
Lara can scale pretty much everything. You can even shoot while climbing or nip up ledges by walking and pressing B.



JUMP!
Pin-point-accuracy jumping features heavily – run and press jump, but you'll only leap when you reach the platform's edge.

IMPORT

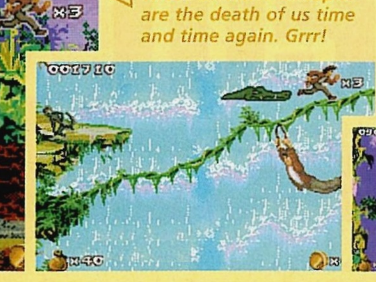
Pitfall The Mayan Adventure

GBA REVIEW | From: Majesco **Price:** $40 (approx £29) **Save:** No **Players:** 1 **Out:** Now (US); TBA (UK)

Take a decidedly Indiana Jones-ish type, an ancient jungle, plenty of vines and a slew of hungry critters. Sounds like a recipe for an enjoyable romp, doesn't it?

The *Pitfall* series has some history behind it, and it's a welcome addition to the Advance family. It's all about pretty standard platforming, but what distinguishes *Pitfall* from its less-engaging peers is the *Prince of Persia*-style slick handling and realistic character movement. There is a problem, however. Maybe we're just jaded, but executing a series of pixel-perfect jumps over instantly lethal quicksand isn't as fun as it used to be. It's deeply frustrating to navigate your way through a pleasingly labyrinthine level, collecting gold, battling monkeys and doing Tarzan swings only to be devoured because you can't tell where the land ends and the deadly stuff begins. Slightly amateurish, it has to be said.

Mind you, that's the only niggle we have with what is otherwise one of the best out-and-out GBA platformers you're ever likely to play. What will instantly strike you is the intelligent level design, which will have you re-visiting areas to jump around and find previously unnoticed vines to cling onto, or the like. Exploration is most definitely the key here, rather than facing the nasties, which makes for a much more refined experience than your average humdrum movie-licensed yawnfest.



Those blimmin' sandpits are the death of us time and time again. Grrr!



Our man is subjected to falls like nobody's business.



If you're in the market for some next-gen a-leapin' and a-jumpin', it's an almost equal fight between *Super Mario Advance*, *Rayman Advance* and now *Pitfall*. You can't go too far wrong, really.

3

Super Dodge Ball Advance



GBA REVIEW | From: Atlus **Price:** $40 (approx £29) **Save:** On-cart **Players:** 1/2 **Single cart link-up:** No **Out:** Now (US); TBA (UK)



We'll freely admit the attraction of wanging a spherical piece of leather at your comrade's head. Particularly when Mark's around. So it's a mystery why the only chance Ninty fans have had to sample the noble art of Dodge Ball before *Super Dodge Ball Advance* was in its 1989 NES predecessor.

In this new GBA version, you're given control of a team of wannabes who, apart from being able to run, jump and pass, can also pull off volleyball-style super throws. It's an enjoyable romp while it lasts, but not so much that you'll be coming back to it in months' time. The one-player can be fully completed in about an hour – inexplicably, you'd be hard pushed to lose a match. You can challenge anyone at any time, which removes the sense of progression and time, and there's just the one mode, which is a little disappointing, as the original boasted a Bean Ball mode, which was just a free-for-all. But that was over 12 years ago, so we can't really complain.

Super Dodge Ball Advance is rather good-looking, being viewed from above and to the side. The characters all have their national stereotypes rigidly enforced, though occasionally you may have a little difficulty telling some of these anime-style teams apart. The sounds are perfunctory, with no music to speak of, just thwacks, boings and so on. They won't astound, but they do enhance the experience a bit.

So, if the idea of smashing someone's head in with a ball appeals to you, there are worse things in life than finding a copy of *Super Dodge Ball Advance* nestling in your pocket. Just remember not to expect a long-lived single-player experience – a little like ice lollies, it's fun, but only while it lasts.

3



Back and forth, back and forth. Just like tennis, only a bit more violent.

Those special throws are an essential means of securing victory. Each character has his own move. Nicely.

The story mode takes you to plenty of varied and challenging locations.







As we hoped, Tournament's battle mode is just as addictive as ever.



Here's your ship, where you start off your adventure.

Bomberman Tournament



GBA REVIEW | **From:** Activision **Price:** £30 **Save:** On-cart **Players:** 1-4 **Single cart link-up:** Yes **Out:** 10th August

Another *Bomberman* title that's still trying to be an RPG adventure – the thought is enough to turn our stomachs. We were hoping that developers Hudson would have given up on the idea by now, especially as the N64 versions all (ahem) bombed. Still, we were honour bound to give it a go none the less and, slowly but surely, we started to like it – and so will you.

The story itself goes a little something like this. The Bomber Base receives a distress call from a peaceful planet called Phantarion. Concerned for the safety of said world, the Bomber Base despatch Bomberman Max to investigate. Soon after arriving, Max sends a message telling the base that 'strange buildings' are appearing on the surface before disappearing soon after. It's up to you then, to go and find Max and uncover these spooky goings-on.

Starting off from your little spaceship, it's a welcome return to the 2D top-down view from *Bomberman Tournament*'s classic counterparts. The world which you explore is made up of two different types of environment. First are the adventure areas – where you wander around chatting to townsfolk – and then there are the battle areas, where you travel from town to town, laying down bombs to destroy undergrowth and despatch the many enemies who roam the world. Together, they make up quite a substantial map in which lie four dungeons housing four bosses which need to be taken care of.

There are also a number of neat little features which are a welcome diversion from the adventure. You can free a 'Karabon' creature early on, who'll accompany you on your journey and fight in battles which resemble automated Pokémon-style scraps. You'll also be sent on a number of side-quests on your way, like photographing rare animals and finding and retrieving lost items for characters you meet. Completing these side-quests not only keeps things interesting, but is a sure-fire way of getting useful information, items and power-ups to help you out. This all works very well indeed, with Hudson *finally* managing to make a competent single-player mode which is a much more involving experience than the single-screen environments of *Tournament*'s 16-bit predecessors.

Thankfully, the quality doesn't stop there. The old-style multiplayer battle arenas return for some frenzied four-player scrapping. As usual, it's a case of last (Bomber)man standing as you try to trap your mates with some well-placed explosives. All the old power-ups are available, enabling you to extend the length of your blast and place an increasing number of bombs. This time, though, once you've been blasted out of the match, it doesn't end there – those who bow out early get to move up and down the sidelines, throwing in bombs to help heat things up a bit while they wait for the next round. It might just be a cheeky afterthought, but it all adds to what is one of the finest multiplayer games available.

LIFESPAN ***The old-style battle arenas return for some frenzied four-player scrapping.***

4



Free the Karabon for a useful ally and an important lost item.

KARABON BLAST

In the first battle-style environment you encounter, you can free a wee thing called a Karabon, who will tag along with you. Destroying the undergrowth will then reveal power-ups which you can assign to the little fella when a Karabon battle begins. These showdowns are a little like Pokébattles, only here you have to choose your tactics in advance and hope you've chosen wisely when the fight commences. These range from element-based attacks like earth, fire and water strikes to defensive measures. You choose three actions which are played out over three rounds. If the opposition is dead or at a lower HP than your Karabon when the rounds end, you'll be victorious.



Swim about and steal people's trunks before they dive, you scamp.



Here you have to bash the buttons to wee all over the janitor's bike.

Pass the GBC around your mates for the multiplayer.



The board-game sections are particularly tedious.



Lift those skirts and avoid the caretaker.

Hit 20 points to succeed.

Tootuff

GBC REVIEW | From: Infogrames **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

We'll forgive you for not knowing about this little french brat. In fact, we had no idea he existed until his GBC cart arrived in the office along with its lengthy press release. So to fill you in then, Tootuff is in many respects a Gallic version of Bart Simpson – an impudent little sprog with a penchant for unruly behaviour and hilarious hijinx – who stars in a cartoon of the same name. Apparently.

As for the game, well, it's a like a dumbed-down *Mario Party*. Plot-wise, you must seek out pieces of a ripped-up photo in order to gain favour with the playground beauty. Play-wise, shuffling around a board and engaging in minigames is the order of the day. Here, however, the games are all based on 'cheeky' pranks like trouser-pulling, skirt-lifting and swimming trunk-stealing.

All said, the basic games are fairly good fun, but as with all titles of this nature, the board sections are about as tedious as can be. You *are* able to select minigames to play at your leisure via the options screen – but then, they're not *that* much fun, and certainly don't warrant buying a copy on their merit alone.

There is, however, a saving grace: *Tootuff* has a four-player mode that lets you pass the Game Boy around your mates for each player's turn. It mightn't be the most thrilling experience, but it may help ease the pain of a dull train journey – nothing more nothing less.

2

Hot Potato



GBA REVIEW | From: BAM! **Price:** £30 **Save:** On-cart **Players:** 1 **Out:** Now



Match up the colours to clear the road ahead as quickly as possible.



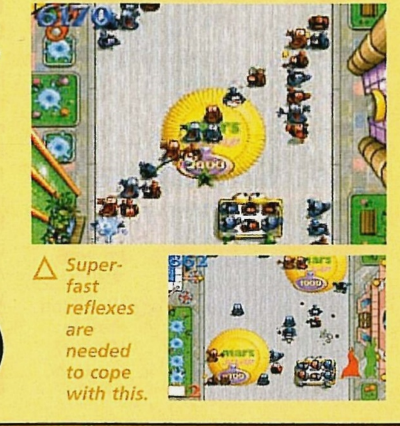
Blast your potatoes at the plates to get as many points as possible.

Now this is a little different: guide a trayload of multi-coloured potatoes from Mars along a busy street, and discharge them at, um, even more multi-coloured Martian potatoes. You've got to admit, it's hardly something you see every day.

Hot Potato is a puzzler by nature but, unlike most, it has distinct shoot-em-up leanings. The screen constantly scrolls upwards as you make your way along the road. On your tray are six potatoes in rows of three. They come in either green, blue or red – the first colour being a special potato that clears everything in its path, while the other two need to be matched with a potato of the same colour to make them disappear. Along the road are formations of red and blue potatoes. If your tray gets trapped between them and the bottom of the screen, it's game over. So blasting spuds is the order of the day, then. By shuffling and rotating the potatoes you can arrange them so that you're able to clear the path at speed. Naturally, the further you progress, the more tubers in devilishly tricky formations block your path.

It certainly sounds crazy – and it plays like it too. This is a perfect blend of puzzling and action, requiring you to *really* think on your feet, as the screen fills at an alarming rate. In many ways then, this is the first 'thinking man's shoot-em-up' we've ever had the pleasure to encounter, and the sheer originality and addictiveness of it all make *Hot Potato* well worth considering.

4



Super-fast reflexes are needed to cope with this.

Prince Naseem Boxing

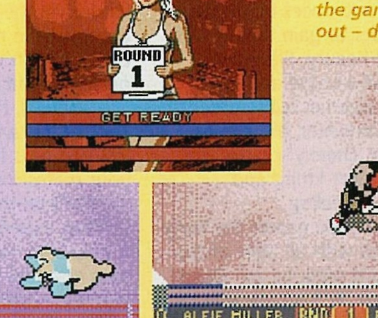


Cropies! Oi'll knock yer bloomin' loaf orf, matey! Nice pants, guvnor.

GBC REVIEW | **From:** THQ **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** Now

Now, a boxing game that skews itself firmly in the direction of realism on the GBC is what we'd call a distinctly ambitious project. Nonetheless, Virtucraft have ported the console puncher to the wee screen.

However, if the pint-sized pugilist himself were ever to see this snivelling pile being played, chances are we'd see the man cry real tears. And with good reason. It's impossible to execute any niftiness of timing or special moves when all the fighters have the same speed, range and punches. It's simply a case of getting close enough and then hammering A or B rapidly and seeing who keels over first.



This is the most enjoyable section of the game. Seconds out – ding dong!

This would be almost forgivable if the fights weren't longer than back-to-back screenings of every episode of Twin Peaks. You'll be lucky to make it through an entire round, let alone a match, without your head thudding forward onto the table, fast asleep. In fact, *Naseem* is so drawn out, a round in the game lasts longer than the Prince's real-life fights do.

The training facility doesn't help matters much, either. You can widdle with the balance of your man's regime, so he can develop his speed, power or the like. But you won't notice much of a difference until you reach superhuman levels, and by then every bout has become straightforward.

There's a long way to go before you're champ, Jose.



Were it not for the full speech that introduces the match and does the count when you get smacked one too many times, this would be an utterly pointless experience. The sad truth is that we haven't ever seen a *really* decent boxing game on any platform, let alone the humble GBC. Leave well alone.

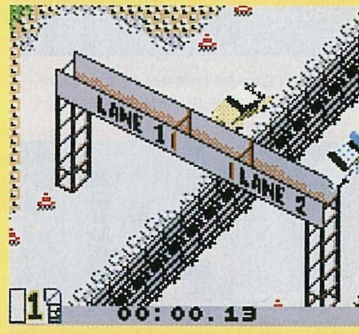
1

Colin McRae Rally

It all looks so simple when it's laid out like that. Appearances can be deceiving.



GBC REVIEW | **From:** THQ **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** August



Snow? We'll give up now, thanks.

It's all too easy to slide off the track. Aargh!

We've seen some really quite decent isometric racers passing through the office over the last six months, and *Colin McRae* is one of the most successful titles to be seen on other consoles. So, good stuff, eh?

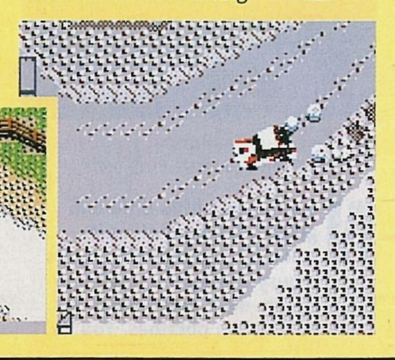
Well, mostly. *Colin McRae Rally* is designed strictly for those hardnut racers who don't mind taking on a bit of a challenge. Obviously, as it's a rally game, you never get to bump fenders with another vehicle, which means that developers Spellbound have made the landscape correspondingly tricky to compensate. And here the niggle comes – even if you crawl around the tracks (including those with good surfaces), driving like your grandma, you'll still pound the surrounding countryside a little too often.

This is of course despite one of the game's main selling points – a full-speech co-driver warning you of turns to come. He's very slightly muffled (amusingly so) through the speaker, but plug in headphones and you'll almost be able to smell his fear as you scream headlong into a tree.

If you fancy spending your Sunday afternoons facing the stiff challenge of a fast car that handles like a greased cow, this will fill a rather nice hole in the top of your GBC. A fair amount of patience will be needed to get to the finish, and not a small amount of endurance, mind. This is a pretty handy piece of software, and wouldn't look out of place on any discerning gamer's shelf. Worth considering.

3

Skidmarks have never been so much fun.



Scooby Doo
Classic Creep Capers



Not bad visuals for humble Game Boy Color, eh?

GBC REVIEW | From: THQ **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now

After the abysmal Scooby Doo title on N64, we were all ready to skedaddle away from this Game Boy Color follow-up. But – zoinks! – developers Digital Eclipse have managed to fashion a spooky adventure that's as tasty as a Scooby Snack.

Scooby Doo: Classic Creep Capers is a bold, but perfectly successful attempt to bring point-and-click adventuring to your GBC. Shags, Scoobs and the gang explore the requisite haunted mansion (Fred heads off with Daphne, natch), while a simple control system allows you to switch between characters, examine and pick up objects, then use them to solve puzzles. Grabbing a chair and 'use'-ing it near a light will smash the bulb, for example – just one of the mind-meddling teasers that have clearly been influenced by the laterally-minded *Monkey Island* and its adventuring brethren on the PC.

What keeps *Scooby* entertaining even when your brain is threatening to disintegrate is the perfectly-crafted Hanna Barbera atmosphere. Where *Classic Creep Capers* N64 felt like the Scooby license had simply been tacked on at the end, this little cart gets *everything* from Scooby's vacant grin to the not-at-all-sinister ramblings of the resident ghosties exactly right. The animation in particular is top-notch – with only around 20 pixels to play with, Digital Eclipse have got Shaggy's lolloping gait spot on.

This isn't the lengthiest game in the world – once you've started thinking along the same twisted lines as the developers, you'll rattle through the limited number of puzzles in no time. But while it lasts, *Scooby Doo: Classic Creep Capers* is a first-rate adventure that gives the po-faced *Alone In The Dark* a run for its money. It's the dog's!

4

Darn right, it's weird. Solve the mystery!

That's weird... There's a huge Tesla coil in the back yard! A

Toilet as teleport? Somebody's been at the Scooby Snacks.



All this talk is making me hungry. I want some cheese.

As usual, Shags and Scoobs are scared witless every few minutes.

Powerpuff Girls



GBC REVIEW | From: BAM! **Price:** £25 **Link:** Yes **Save:** Password **Colour:** Only **Out:** Now

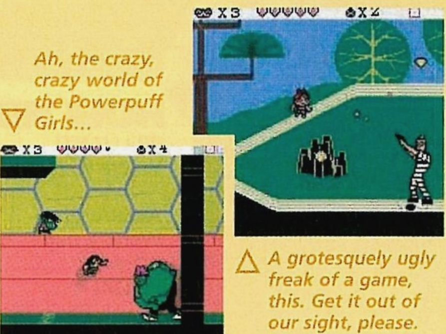
We just don't get it. Either *Powerpuff Girls* is an attempt to out-quirk and out-bizarre its funny, funky cartoon counterpart, or it's simply a confusing and worrying mess of a game.

We're attracted to the latter. There's literally almost nothing to do in *Powerpuff Girls* – the confusion stems from the nagging feeling that *surely* there must be more to the game than running and flying through a linear series of ugly and mostly empty screens, then quickly defeating a boss by stabbing at a couple of buttons. But that really is it – and it's all married to sluggish controls, awful visuals, bewilderingly odd cut-scenes, and the general feeling that the whole thing was knocked out in a coder's spare lunchtime.

The ability to collect things and trade them with your mates via the link cable would be neat, if it wasn't an obvious *Pokémon* idea that *every single Game Boy game* is now ripping off. Totally uninspired from start to finish.

1

Ah, the crazy, crazy world of the Powerpuff Girls...



A grotesquely ugly freak of a game, this. Get it out of our sight, please.

Robocop

Not just a movie from the 1980s, but gameplay from that era, too.



A woman in a white coat and spectacles? Our guess is that she's some kind of scientist.



GBC REVIEW | From: Titus **Price:** £25 **Link-up:** No **Save:** Password **Colour:** Only **Out:** Now

A Robocop game? Titus haven't so much missed the boat here as arrived at the docks ten years after they were shut down forever. The heyday of the half-man-half-robot-all-cop is long, long gone.

So it's fitting that this is the kind of shoddy, half-hearted movie tie-in that release schedules were stuffed with a decade ago. Put simply, the tin man's quest is dull, dull, dull. You stamp your way around a very basic map, searching for 'evidence' (ie, guns and poisons left lying around by the world's most careless criminals), while shooting at baddies who stagger around in an apparent drunken haze.

It might be bearable if Robocop didn't move so infuriatingly slowly. Or if weapon 'upgrades' didn't simply turn your bullets a different colour. Or if more than two frames of appalling animation had been used on the laughably panicky citizens. Or… well, you get the idea. Half man, half robot maybe – but not much cop.

1

PORTABLE P

So you've finally got yourself a GB Advance, and now you want to

The first wave of Game Boy Advance titles has been and gone. Which means that between now and the glorious day when *Mario Kart Advance* screeches into the shops, you've not got a lot Advance-related to spend your pennies on.

Right? Wrong.

The shelves of your local games emporium are right now groaning under the weight of Advance peripherals. Power packs to save you having to fork out for pairs of AAs every week, light magnifiers that make fiddling under the bedcovers a reality, PVC covers that… er, appear to serve no useful function whatsoever – all these and more are screaming at you to throw some well-earned cash their way *at this very moment*.

So, to save you wasting your whacking great wad, allow us to separate the abhorrent accessories from the triple-A add-ons.



DOES OLD STUFF WORK?

Do Game Boy Color and Pocket peripherals work with Game Boy Advance? The short answer is no – light magnifiers won't fit or shine brightly enough, battery packs can't squeeze into the GBA's redesigned battery compartment, and power packs are rendered useless by the lack of a DC-IN slot. But many of Nintendo's own add-ons – such as the GB Camera and GB Printer – *do* work without problems, and you can use the old link cables if two of you are playing a Game Boy Color or Pocket game.



CARRYING THINGS

WINNER!

Rollcage ● Mad Catz ● £9.99

Good for protecting your fragile Game Boy Advance from knocks and bangs. The alloy metal roll bars mean you'll have to try *very* hard to smash your screen.

Bad for your thumbs, which scrape on the bars as you reach for the buttons. Your stubbiest digits will be red raw after only 20 minutes of *Kuru Kuru Kururin*.

VERDICT: Not as useless as it looks – but a GBA case is cheaper. ●●●

N64 MAGAZINE AWARD

RUNNER-UP

GBA Wallet ● Mad Catz ● £TBA

Tuck your GBA away nice and tight – there's a PVC case inside – but don't try to look fashionable with this monstrosity slung over your shoulder. ●●

PVC Cover ● Wild Things ● £TBA

Bleeding fingers and all-consuming rage are all yours as you try to cram your GBA past the razor-sharp edges of the tight-as-you-like PVC. ●

HOW WE RATE THEM

BRILLIANT! ●●●
Where your money should be going.

AVERAGE! ●●
Worth a flutter, but expect a flaw or two.

POOR! ●
As valuable a purchase as a dog on stilts.

ERIPHERALS

treat your new friend to a prezzie. But which add-ons are worthy?

LIGHTS

THE CASTLEVANIA TEST
Konami's gothic platformer might be a miniature masterpiece, but it isn't half dark – which makes it the perfect test for the wealth of GBA lights out there. We put each to work on *Castlevania: Circle of the Moon* in zero-light conditions – you can see the results below.

WINNER!
Glowguard ● Interact ● £9.99
Good for actually making out the GBA's screen in the dark. Works off the expansion port, so no money is wasted on those piddling AAA batteries. **Bad for** Sharklight-style directional control. Having said that, you can stick a folded piece of paper under the hinge for the same effect. **Castlevania is clear as day, though fades a bit off to the right.** **VERDICT:** The business. We use it in our own beds every night. ●●●



N64 MAGAZINE AWARD



RUNNER-UP
Sharklight ● Interact ● £7.99
Good for a plentiful supply of bright white light, and a nifty little design. **Bad for** your life savings, as you'll need a steady supply of AAAs. **Castlevania is easily visible, but that blinding glare isn't really helpful.** **VERDICT:** Could have won if it weren't for the batteries. ●●



Light Magnifier ● Mad Catz ● £9.99



Illumination isn't too bad on this, but it's nowhere near a match for Interact's. **Castlevania is playable, but only just.** ●●

Light Magnifier ● Gamester ● £9.99
Batteries required, and yet still gives out a pitiful amount of the white stuff. **Castlevania is a almost a black screen.** ●



Light Magnifier ● HMV ● £7.99
Dim, and the retractable arms look ready to snap off at any moment. **Castlevania is barely visible.** ●



Light Magnifier ● Big Ben Interactive ● £9.99
Oh, no, no, no. Lights that barely work, and a easily-scratchable magnifying lens. **Castlevania is... is it on?** ●



LINK CABLES

WINNER!

4-Way Link ● Gamester ● £9.99
Good for fault-free four-player linkage – even with games that require just one cart – for the same price as a top-up card for your mobile phone. That's magic.
Bad for your fingers – you'll be battling away on *F-Zero: Maximum Velocity* and *Kuru Kuru* 'til your knuckles break, as Gamester's lead is extremely durable. Lengthy, too.
VERDICT: Cheap isn't necessarily nasty. This is nigh-on perfect. ●●●

RUNNER-UP

System Link Advance + ● Blaze ● £9.99
Good for hooking a GBA up to a GBC – it works with both via a switch.
Bad for connecting a GBC up to a multiplayer Advance title. It won't work.
VERDICT: A purse-friendly option if you've got more than one type of GB. ●●

Multi Link ● Gamester ● £7.99
Won't bring tears to your wallet like Nintendo's offering. But the bulky bit in the middle has a tendency to drag your GBA down to the floor. ●●●

Multi Player Link Cable ● Competition Pro ● £7.99
Easier to fit than many of the other cables – in fact, it's almost impossible to get the blimmin' thing out after you've shoved it in the slot. Nice price. ●●●

Two-Way Link Cable ● Saitek ● £8.99
We enjoyed a forehead-moistening *F-Zero* battle using this, but it's more expensive than Competition Pro's and Gamester's. ●●

Link Cable ● Mad Catz ● £TBA
Nice and shiny. And – look! – there's a cute little velcro strap attached, so you can tie the cable together when you're done. How nice. ●●

4-Way Link Cable ● Wild Things ● £9.99
The loose connectors on this had a nasty tendency to wobble and shake loose during play. Alan cried when it scuppered his *Bomberman* game. ●●

2-Player Link Lead ● HMV ● £7.99
The LEDs on the base are a baffling addition – otherwise, this is as average as they come. Readily available from your local HMV store, though. ●●

Nintendo Link Cable ● Nintendo ● £14.99
It might be constructed more sturdily than the rest, but at a nightmarish £14.99, Nintendo are 'having a laugh'. An official accessory to avoid. ●●

CAR ADAPTORS

WINNER!

Car Adaptor ● Mad Catz ● £TBA
Good for using in the back seat, thanks to a super-long lead. Don't let the size betray you, either – it's as light as a feather, and not unattractive to boot.
Bad for whoever's in the passenger seat, as they'll have to squeeze into the corner to make way for the sheer size of the thing. That'll teach your older brother or sister a lesson.
VERDICT: Long car journeys made bearable, and for a nice price. ●●●

RUNNER UP

Car Adaptor Two-Plug ● Saitek ● £14.99
Nice lead length, nice charge time, nice battery life, and a free set of multi-coloured connectors for the back of the GBA. But wait – *it's £15*. ●●

Car Adaptor ● Wild Things ● £5.99
Yes, it's cheap – but you'll only get ten hours battery life, maximum, from it, which seems a bit of a git considering the four/five hours charge time. ●

MAINS ADAPTORS

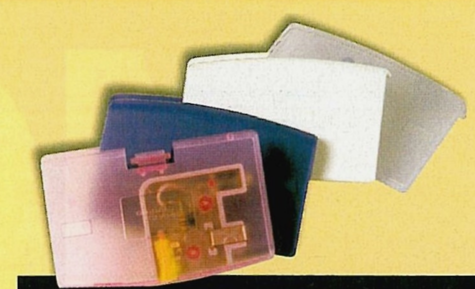
WINNER!
Mains Adaptor ● Gamester ● £7.99
Good for hours and hours of gratifying GBA action without regular trips down to Dixons to pick up another bagful of Duracells. Slots neatly into the battery slot, and at £7.99, it pays for itself after just 30 hours of play. In the absence of Nintendo's official AC adaptor (out in September), this is just perfect.
Bad for Duracell et al.
VERDICT: Permanent power for a pukka price. Gamester, take a bow. ●●●



RUNNER-UP
Plug 'n' Play AdaptorPak ● Interact ● £TBA
"Power and play at home or on the road", reads the blurb. Correct. ●●

Easy Clip Power System ● Saitek ● £12.99
Oh, it's good alright. But 13 quid? Something's gone horribly wrong. ●●

Power Adaptor ● Electronics Boutique ● £6.99
Cheapest of the lot, but it juts horribly out of the back of the GBA. ●



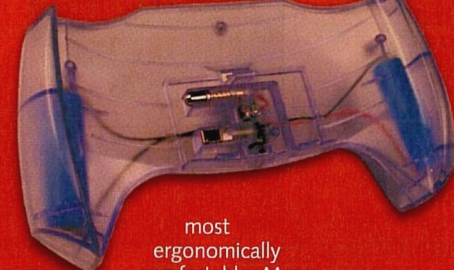
WHERE TO FIND THEM

Contact telephone numbers for the UK-based peripheral manafacturers we've featured here.
Nintendo – 023 8062 3200
Joytech – 0800 389 9647
Blaze – 01302 325225
Gamester – 01992 503133
Wild Things – 029 2075 5774
Saitek – 01454 451900
Interact US – (001) 410 785 4064

BATTERY PACKS



WINNER!
Battery Pack ● Mad Catz ● £TBA
Good for filling the gap in the market while we wait for Nintendo's own battery pack. It's pleasantly transparent, and the garish green cells inside are splendid.
Bad for extended GBA sessions, as each time you recharge the cells inside, the shorter they'll live. An AC adaptor offers far more for your moolah.
VERDICT: The opportunity to hit Duracell where it hurts again. ●●●

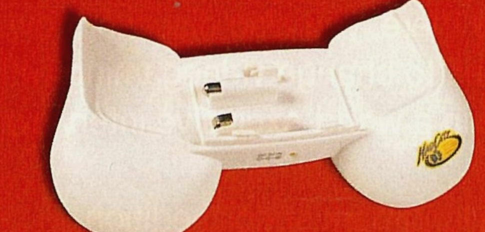


RUNNER UP
Battery Grip ● Joytech ● £12.99
Good for your palms, as it's the most ergonomically comfortable. Mmm.
Bad for your arms, as Joytech's add-on is also a weighty old thing.
VERDICT: Expensive. Bulky. But that's what a battery grip's all about, we guess. ●●●

Power Rumble FX ● Interact ● £19.99
Great sound boost, plus rumbling and 20 hours battery life. But £20? ●●

PowerPak ● Interact ● £TBA
Oh dear. An actual *plinth* to recharge your GBA on. Yuk. ●

Battery Grip ● Mad Catz ● £TBA
Up to 15 hours rechargeable battery life, but it's an ugly beast. ●



MISCELLANEOUS

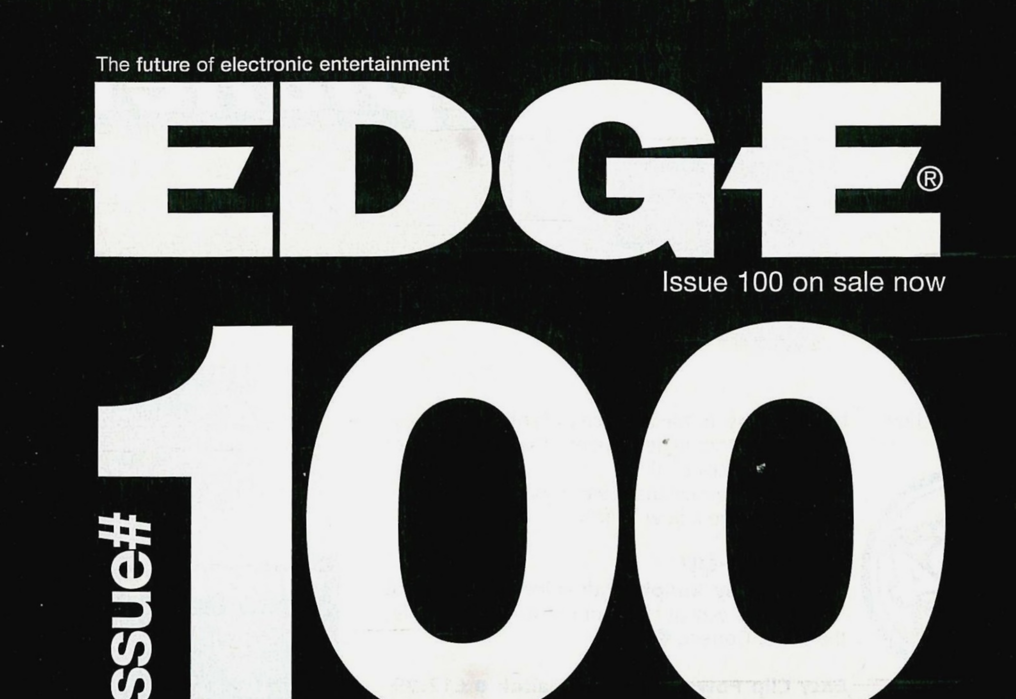
WINNER!
FaceMasks ● Interact ● £TBA
Good for giving your GBA a surprisingly useable joystick – although it's a shame about the bulbous A and B buttons. Still, everything works as it's meant to.
Bad for anyone who believes that dark blue or imitation silver is actually 'stylish', as the box proclaims. Interact's FaceMasks make your Game Boy Advance look rubbish.



VERDICT: Evil to look at, but we do like that stick. ●●●

RUNNER-UP
Screen Protector ● Joytech ● £4.99
What's the point? Nice of them to put 'easy to remove' on the box, too, when it actually took us ten minutes with a kitchen knife to prise off. ●




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issue# 100





WIN! A GAME BOY ADVANCE!



Plus a pile of peripherals and games!







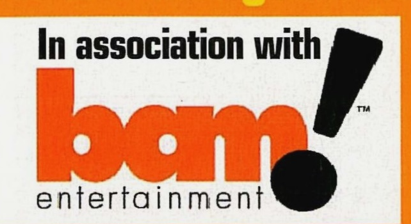


Here we go again! After handing over a GBA and 15 games to one lucky reader (see below), we've *another* Game Boy Advance giveaway for you. Thanks to BAM!, one shiny new GBA is sitting quietly in the office, ready to be bundled off to the winner of this very compo, complete with a copy of BAM!'s *Hot Potato* and *Fire Pro Wrestling*. And even if you don't bag the GBA, we've got five more copies of each game, plus a heap of Advance accessories on offer, too. Want some? 'Course you do...

HOW TO ENTER

Have a gander at the half-dozen GBA shots to the left. Yes, they *are* all Game Boy screens – but our art wizard, after one deadline too many, has played havoc with each and every one. The question is, then – what are the six games?

Scribble your answers on the form below, fill in the tie-breaker (no more than 15 words please), then send it off to: **GIMME GBA! N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.** Closing date: 1st September 2001. Get to it!

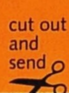


WHAT'S UP FOR GRABS IN ALL

A GBA plus *Hot Potato* and *Fire Pro Wrestling* • FIVE copies of *Hot Potato* and *Fire Pro* • NINE Link Cables • FIVE Battery Packs • FOUR Light Magnifiers • FOUR Power Adaptors • THREE Car Adaptors • TWO FaceMasks • ONE Screen Protector • ONE Rollcage • ONE GBA Wallet • ONE PVC Cover • ONE Sharklight

GIMME A GBA!

cut out and send



LAST TIME'S WINNER

Remember N64/54? That's when we last offered you the chance to win a sparkling new Game Boy Advance, plus the entire US launch line-up of games. We had *thousands* of entries, but there could only be one winner – and that was Nick Oabden of Nottingham, who told us he deserved a GBA because "with four sisters, I need another boy in the house". Like it. The purple wondermachine will be winging its way to you shortly, Nick. Congrats!

I recognise those screenshots! They're from the following games:

1 ....
2 ....
3 ....
4 ....
5 ....
6 ....

I deserve a GBA because:

....

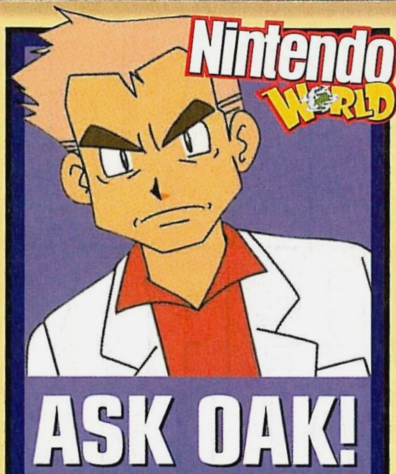
My name is ....

And I live at: ....

Postcode ....

We want your tips! Send them to 'GB Tips' at the usual address. The best one wins an Action Replay Online cart from Datel (01785 810826, www.codejunkies.co.uk). This month, it's **Robert Goodall** from **Derbyshire!**





ASK OAK!

It's back to business as usual this month, with a query about the excellent *Pokémon Gold/Silver*. This time: hereditary moves and how to go about getting them…

Charlotte Hughes, Belfast: I hear that it's possible to breed Pokémon to get them moves they wouldn't ordinarily have unless you use a TM. What are they and how do you get them?

Prof Oak: This is one of the most interesting aspects of *G/S* and it requires a great deal of patience. It really boils down to experimentation, but there is a way to find out whether or not a pairing of different Pokémon will be successful.

Take two potential mates to the day-care centre and hand them over to the couple who live there. Then go outside and talk to the first 'mon of the pairing. If you're told one of following, an egg will eventually be yours.

- It's friendly with Pokémon B.
- It appears to care for Pokémon B.
- It shows interest in Pokémon B.

Now all you have to do is wait. As a rule of thumb, a successful pairing will normally arise through breeding of the same type – but this isn't *always* the case. For example, breeding Rock types Onix and Sudowoodo will get you an Onix with Flail or Rockslide. But you can also gain moves from dissimilar types – like breeding Ekans with Snubbull to get a Snubbull with Leer.

To list every possibility would take ages, but here's a few to get you going.

- Spinarak with Sonicboom – breed with Yanma
- Sentret with Double Edge – breed with Phanpy
- Ponyta with Flame Wheel – breed with Cyndaquil or Growlithe and their evolutions.
- Meowth with Amnesia – breed with Sentret or Furret.

Poképroblem? Ask Oak, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

1942

LEVEL PASSWORDS

Need some codes for this classic shooter? Here you go then…

LEVEL 4



LEVEL 8



LEVEL 12



LEVEL 16



LEVEL 20



LEVEL 24



LEVEL 28



Donkey Kong Country



On Slipslide Ride, right at the start position yourself under the rope and use the Kremling to boost your jump up to it. Instead of jumping into the barrel in order to play the minigame, though, just walk over to the wall and jump at it. You'll actually go through the wall and skip most of the level!

Robert Goodall, Derbyshire

Ghosts 'n' Goblins

PASSWORDS

Use these to make this tricky old-timer easier to beat.

Quest 1

2 – L ♥ K ♥ ♥ ♥ B L
3 – Q 0 M ♥ ♥ ♥ 1 H
4 – P S 5 ♥ 7 ♥ B 4
5 – T J R ♥ 7 ♥ 2 ♥
6 – J J T ♥ 7 ♥ 7 L
Boss – K D C ♥ H ♥ S H

Quest 2

1 – G N ♥ ♥ K 0 0 H
2 – G N 1 ♥ 5 0 8 J
3 – X 4 3 ♥ 5 0 M R
4 – L S 5 ♥ 9 1 1 4
5 – D N 7 ♥ 9 3 ♥ 7
6 – X N 9 ♥ 9 3 3 3
Boss – N 8 C ♥ K 4 0 N

GB Action Replay codes

Rainbow Six

Red Team

Infinite machine gun ammo
01304BD4

Infinite pistol ammo
01124DD4

Infinite items in slot three
01034FD4

Infinite items in slot four
010351D4

Green Team

Infinite machine gun ammo
01304BD6

Infinite pistol ammo
01124DD6

Infinite items in slot three
01034FD6

Infinite items in slot four
010351D6

Blue Team

Infinite machine gun ammo
01304BD8

Infinite pistol ammo
01124DD8

Infinite items in slot three
01034FD8

Infinite items in slot four
010351D8

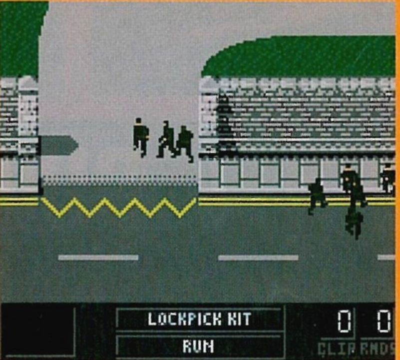
Gold Team

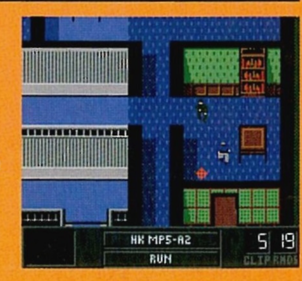
Infinite machine gun ammo
01304BDA

Infinite pistol ammo
01124DDA

Infinite items in slot three
01034FDA

Infinite items in slot four
010351DA





Game Boy Gallery

It's art, Jim, but not as we know it.

So. Good to see you again. You're looking well, if you don't mind us saying. Us? We're great. In fact, it's been a hugely busy and exciting month, all in all.

For a start, all this Gamecube frenzy has severely impinged on our *Conker's BFD* multiplayer time. But a good selection of muties from the usual suspects always goes a long way towards relieving the stress – until some loon sends in something that would normally be seen stuck on a serial killer's cell wall…

Take Michael Jones' Mr Butt. Now, we can make bum jokes along with the best of them, but there's something uniquely disturbing about seeing what looks like an actual pair of buttocks. What happened to the rest of your unfortunate vict… er, subject, Michael? Is there some de-buttocked unfortunate strolling the leafy streets of Bristol, unable to sit down?



Send us your freaks

In association with



Get creative! Point your Game Boy Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite wins an Action Pack courtesy of those kind folks at Joytech (01753 496 700 or www.joytech.net), containing a mains adaptor, rechargeable battery, light magnifier, carry-case and a clear purple link cable. Not a bad little haul. Send your pictures to:

Game Boy Gallery,
Planet Game Boy,
N64 Magazine,
30 Monmouth St,
Bath, BA1 2BW.

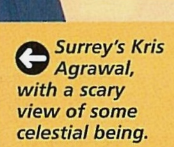





EVERY MONTH – ONLY WITHIN THE PAGES OF N64

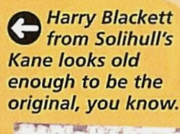
WINNER!

Our winner this month is cheery old James Knowles from Dudley. Not sure what disaster happened to make him look like this, though. Never mind – a spiffy Joytech Action Pack will help.



Surrey's Kris Agrawal, with a scary view of some celestial being.





Harry Blackett from Solihull's Kane looks old enough to be the original, you know.

Aiee! Regular David Fryer from Devon is the snapper.



Conrad Allum from Suffolk maintains this was a pen. Mutated indeed.



It's behind you! Griffin Leadabrand from Perth, Australia has a close encounter of the GB Camera kind.



We'd cry too if we were as ugly as Scotsman Kieran Gorman's creation. Oh, hang on, Steve is…

Nick Baldwin from Sussex – is this supposed to be Geraint, then?

Thomas and Peo Forsberg from Sweden, proving that it's hip to be an extraterrestrial.





Michael Jones from Bristol, feel proud. You've managed to make us blush. Now put it away, silly boy.



Carmarthen boys Daniel and Steffan Davies really bring out the pathos in a nasty mutie's sick eyes.

A real breakfast-churner here from snapper Iain Stewart in Glasgow.

Brett Worth of Derbyshire sent in what we reckon is a Pika portrait done in Paint mode. Neat!





This bony horror must be good at headers and headbutting fights. Er, thanks, Kris Healey of Kent.



With a 'tache like that you probably don't smell much. Thanks, James Grey of Tyne and Wear.

Bright eyes, burning like fire… Er, we lost the name for this one.

Any ideas about this one? Better ask Nina McNeigh from Neasden, she's the culprit.




THE LATEST UK N64 GAMES REVI
N64 MAGAZINE
ARENA
GO TO PAGE 52
PAPER MARIO
The superhero plumber takes a step into a world of paper-thin characters, turn-based scrapping and pure fun. Nice!
OK! I'll do it! Princess Peach, I'll fly to the Mushroom Kingdom just as quick as I can!
What is the name of Goombario's younger sister?
Goombette
Goombalina
Goombaria
I used the Star Rod to make him a king because he begged me...

EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

METROID 64

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	20 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

April | May | Nov

COST: £40

THE INFO BURST

Look for this on all our reviews to get an idea of whether the game in question uses N64 peripherals like Controller, Expansion and Transfer Paks. Also, we'll tell you when it's on sale – here, and in the US and Japan – and how much it costs.



Can't wait for a UK release?

Look out for this logo, which tells you if you can play an import game on your UK machine using a Passport convertor, along with the code you'll need (if one's necessary). CA Games (**0141 334 3901**) should be able to help with all your import – and UK – N64 needs. Remember to tell them we sent you!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the one we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses

+ ● Amazing levels.

– ● Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/76, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS

8 SOUNDS

8 MASTERY

7 LIFESPAN

VERDICT



HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game badge until we know you'll be getting your money's worth.



85% and above
Only after playing a game right through to the end will ***N64*** *Magazine consider awarding it a Star Game badge.*

84% – 70%
If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.

69% – 50%
Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.

49% – 20%
Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.

19% – 0%
The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.

TEAM 64

When we were having our bedtime story read to us, everything started to go a bit, well, papery. Looks like we've been playing too much Paper Mario, then...



MARK GREEN
Greener was in such bliss he couldn't keep his eyes open. All we heard was the occasional murmur of "Tina...". Fool.

GAME OF THE MONTH
Paper Mario



J. LEE WEBB
Jud hooked up with Kammy Koopa to go for a spin. The pair are now happily engaged, using wingnuts as rings.

GAME OF THE MONTH
Paper Mario



DARK MARK
Dark Mark took the opportunity to catch up with a few old friends. "Just a friendly chat, that's all," he scowled later.

GAME OF THE MONTH
Carmageddon 64



GERAINT EVANS
Cheeky young wideboy Geraint fell in with a bad bunch of Toads. Then he tried to eat them... so he's grounded now.

GAME OF THE MONTH
Paper Mario



PAUL EDWARDS
Paul's attempts at 'hanging ten' came to an end when he quickly turned into a sodden mass of papier-mâché.

GAME OF THE MONTH
Paper Mario



ALAN MADDRELL
"Baby, we could bake a sweet cake together", said Alan, trying his luck. It took ages to get Peach's star wand out...

GAME OF THE MONTH
Paper Mario



STEVE JALIM
Mincing miniature mutant Steve felt rather intimidated by the Toads, who almost crushed him underfoot like the worm he is.

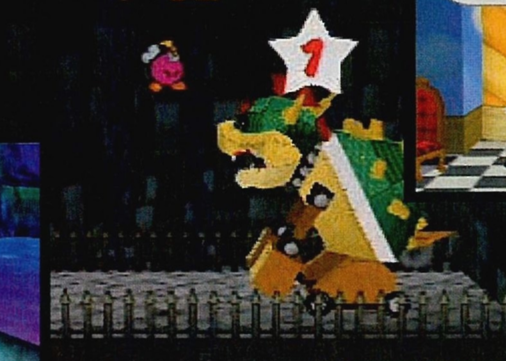
GAME OF THE MONTH
Paper Mario

PREVIOUSLY IN N64 Alan brought you a review of the US version of *Paper Mario* back in issue 53...



Purchase more badges here.

Reach the summit to meet the Star Spirits.



It's not Bowser. It's a bunch of Koopas in disguise...

Bowser despairs at his choice of henchmen.



Guiding Peach around, try to escape from the bedroom. Just make sure you avoid the guards.

PAPER MARIO

Soft, strong and very, very long...



INFO BURST

PAPER MARIO	
FROM:	Nintendo
CART SIZE:	320Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

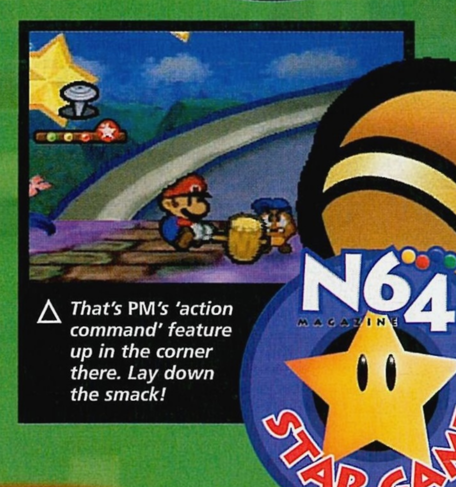
WHEN'S IT OUT?

US	UK	Japan
Now	Sept	Now

COST: £40

The N64 has never been renowned as a home for classic RPGs. Adventures, yes, but as far as that traditional role-play experience goes, we've hardly been spoilt for choice. Between Konami's tedious *Holy Magic Century* and the poorly executed *Aidyn Chronicles*, it's unsurprising, then, that gamers have looked elsewhere for their statistic-nurturing kicks.

So it's with great delight that we welcome Nintendo's own attempt to rectify the situation. At first glance though, you could easily be forgiven for being sceptical about *Paper Mario*'s status as a 'proper' RPG. You're not going to find busty, scantily clad Valkyries here, nor will you be thrown into the clutches of a triple headed Celtic fire-beast. What you will find, however, is a super-cute world populated by paper-thin mushroom folk, and flying turtles delivering your mail. Not convinced? You soon will be...



That's PM's 'action command' feature up in the corner there. Lay down the smack!

YOU LITTLE RIPPER

One of the defining features of *Paper Mario* is, naturally, the paper-thin characters and sprites that inhabit Ninty's 3D world. This is all executed to great effect, lending the game a unique stylised feel.

Guiding Mario around these environments is a pleasure as you watch him twist and turn his way down pipes and glide gracefully into bed after exploring dungeons and beating bosses. It may be ridiculously cute, but it's this kind of visual experimentation that keeps Nintendo ahead of the pack. Pure magic.



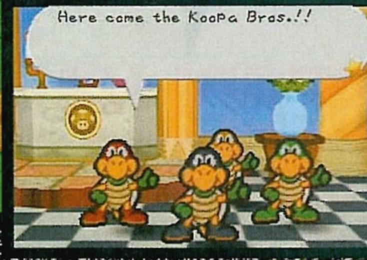
The root of Mazza's problems – the powerful Star Rod is half-inched by Bowser. Well, thank you...



The way that the paper-thin Mazza spirals around the edges of the pipe is truly wonderful.

Give this fella back his shell and he'll join your party. He's an invaluable member, too.

The Koopa Brothers form one of the bosses you'll encounter early on.



After you've beaten one of the bosses in the dungeons, you'll free a star that'll grant you a portion of its power.



Climb aboard the train for Dry Dry Desert.



Toad Town acts as the central hub of the game.

It's here that you learn your destiny, and how you must save the seven stars to defeat Bowser.

GO! GO!



HAMMER

The hammer can not only be upgraded, but also powered-up through on-screen 'action commands' to maximise damage. Just hold the analogue left until the power bar lights up.

JUMP

The Jump attack is great for airborne enemies and often an essential technique to knock Koopas on their backs or out of the air. Look out for spiky-topped enemies, though.



STAR POWER

Releasing a Star Spirit lets you use Star Powers. These range from status attacks like Sleep, to healing abilities. The more stars you free the more powerful you become.

ITEMS

On your travels you'll pick up many things. Remember to stock up on healing bits 'n' bobs like mushrooms, or offensive items which can be used to attack multiple enemies at the same time.





COMPANIONS

These are the little fellas who follow you on your journey. Just like Mario's Hammer and Jump abilities, their attacks can also be powered-up with the action commands.

STOP! HAMMER TIME.



Paper Mario's turn-based battle system has plenty to keep you from nodding off. By the latter stages you'll need to have honed your hammer handling techniques, so pay attention…







IT'S YOUR LETTERS

Aside from the usual battling, chatting and exploring, Nintendo have supplied plenty of sub-quests to keep you occupied. In fact, you could dedicate a substantial amount of time trying to get as many special items as you can, uncovering secrets, or – in this case – finding letters and delivering them to their rightful recipients. This particular sub-quest is actually very lengthy, requiring a great deal of travelling, but a suitable reward is there at the end, in the shape of the nifty the Lucky Day Badge.



6



DEFENCE

One of the most important things to get used to in the battles is defence. Pressing A the very second an enemy strikes you will make Mario curl up, reducing the damage dealt out to him. Timing is the key to prolonging survival here.

7

FLOWER POWER

'FP' on the information bar at the top of the screen is what allows you to pull some super-powerful attacks out of the bag. By collecting badges you can arm yourself with new ones, too. These are best kept for encounters with bosses. That'll learn 'em.

STAR POINTS

Paper Mario's experience points. A hundred Star Points raise Mario by one level. Once this has been achieved, you can choose to develop your health, Flower Power and badge-holding potential.

8



JUST PEACHY

As you progress further and further through your adventure, you'll actually get the opportunity to control the eternal damsel in distress, Peach. These work as a pleasant little break from the main game – giving you a breather before the action heats up again.

1 Imprisoned in her own castle, suspended above the world by the beastly Bowser, Peach must try to find a way to escape and reach Mario. After hunting through her boudoir, she finds a hidden switch.



2 The castle is heavily guarded by Bowser's loyal Koopa Troopas. In this section you have to navigate castle hall, avoiding the sweeping searchlights – just like in Metal Gear Solid on the PlayStation.

3 In one of the rooms, you'll stumble across a very handy chest. Whatever you put inside it will appear in an identical chest somewhere in the world below. All Mario has to do is find it.





4 In the library, you eavesdrop on two Koopas bunking off duty. Their careless mouths let slip some vital information – tell Twink, your little star companion, to relay the info to Mario.

GO! GO!

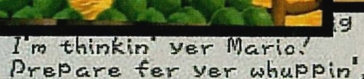


Find enough Star Pieces and you'll be able to get badges.

Always ensure you talk to everyone to get those important bits of info.

Dry Dry Desert's outpost is home to some very shady individuals.

As you enter the forest, the lush greens of Toad Town subtly darken as you get further away. Nicely.





Mini bosses like this crop up frequently and are a good source of extra Star Points to boost your levels.

This is certainly not your bog-standard RPG. Notorious for its bizarre graphical style, *Paper Mario* has already had plenty of criticism levelled at its refusal to take the genre seriously. Just a quick glance over the saccharine images on these pages will probably be enough to make die-hard role-play enthusiasts wretch in disgust. The undeniably cute 2D sprites surrounded by a 3D environment rich in primary colours hardly seems the idela setting for an epic tale of good versus evil, does it? More like a dumbed-down RPG for kids.

Wrong. This is one of the most endearing and memorable role-playing adventures you're ever likely to experience. No matter what your tastes are, after just an hour in Mario's new world, we can guarantee that you'll not want to move from your chair. Ever.

It all kicks off in true panto style. A magical rod that holds the power to grant wishes is stolen from the seven 'Star Spirits' by the bothersome Bowser. Using the wand, Bowser is reborn as the most powerful entity in the Mushroom Kingdom and, naturally, his first goals are to kidnap the Princess (which no one could have seen coming) and punish his nemesis, Mario. These he does successfully, and so it's up to you to pick the defeated plumber back up and set off on a search for the imprisoned Star Spirits, in the hope that they'll help you overthrow Bowser and restore peace to the kingdom.

Paper Mario begins very simply, allowing you plenty of time to familiarise yourself with the basic mechanics of the game. Starting off in the little Goomba village where you're found after your beating by Bowser, you'll wander around talking to the Goomba family, solving simple problems and engaging in easy battles before you're finally plunged into the game proper.

Gameplay-wise, anyone who's played an RPG will be instantly at ease with *Paper Mario*, as all the tried and tested elements are present and correct. There are three distinct types of play. First are the 'town' sections, in which you're safe to wander around, gather information, shop for items and sleep to heal yourself. From here you'll embark on cross-country journeys where you'll battle enemies to earn experience – or Star Points – plus coins and useful special items. Once you've travelled, talked and tooled up, you'll then be required to enter a dungeon or fortress to battle tougher enemies and bosses in order to progress.

It may all sound familiar and predictable, but believe us, you'll be more than pleasantly surprised with the way Nintendo have put this all together. In conjunction with the kooky originality of

VERDICT *It's cheerful enough to appeal to younger players, clever enough to appeal to older ones...*



YOU'RE HAVING A LAUGH...

Ah yes, the joys of pantomine! The surprising thing about *Paper Mario* is just how amusing it all is. While the likes of Square's plots are super-serious, anally-retentive snore-fests (***I wish you'd say what you mean, Geraint*** – Ed), Nintendo have gone for a fully farcical take on the genre.

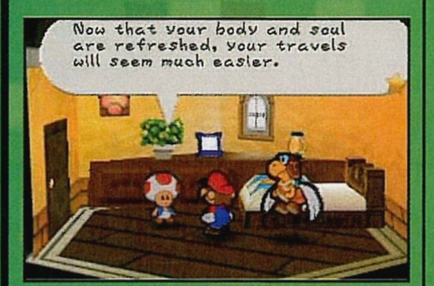
It may not be to everyone's tastes initially, but no matter how hard you try, you'll soon succumb to Nintendo's cheeky approach. In a world of orcs, dreadnoughts and bearded 12-year-olds, this is truly a breath of fresh air.

TOAD TOWN TOUR

The safest place for Mario is in Toad Town. This is the central hub of *Paper Mario*, where friendly folk will advise you, heal you and help you in pretty much every aspect of the game.

TOAD HOUSE

This is where you should head after every journey. It's here that you can get some kip and restore yourself until you're fighting fit.



STATION

You can't help but go all gooey at your first sight of a choo choo! Help clear the tracks and you can get to Dry Dry Desert from here.



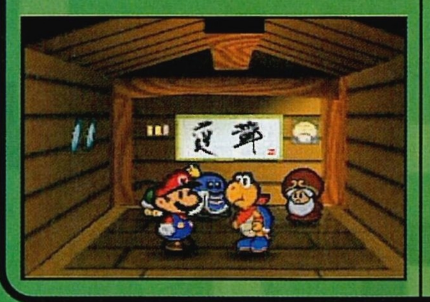
SHOP

A good shop is vital for every town, and Toad Town is no exception. Attacking items, healing 'shrooms and Flower Power boosters can be found here.



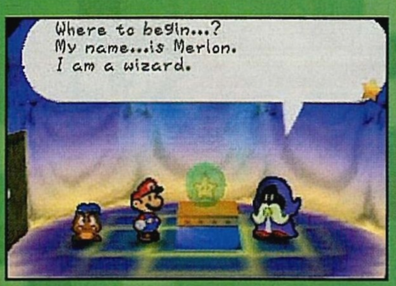
DOJO

Fancy brushing up your fighting skills and battle tactics? Well, make your way over to the Dojo, then, and prepare for a tough challenge.



WIZARDRY

The chap below is the town eccentric. He lives in a house with a spinning roof and is a great source of information. Oh, and he can spot liars a mile off.



TAYCE T

The village cook is capable of rustling up some great dishes. Get the ingredients right and you'll be rewarded with a powerful picnic.



the visual style, there are many aspects which set the game apart. First up is the battle system. True, as with the majority of turn-based battles, they do tend to become slightly repetitive – but unfortunately this is the nature of the RPG beast. However, *Paper Mario*'s system goes some way to relieving this by use of 'action commands'. These are a series of button-prompts which need to be timed correctly in order to inflict as much damage as possible. There's also a multitude of different badges to collect which can then be assigned to Mario to alter his stats and techniques. Finding them all and experimenting in battles proves to be very rewarding indeed.

The crowning achievement of *Paper Mario* – strangely enough – comes through the plot, character interaction and translation of the original Japanese text. This is undoubtedly one of the most amusing RPGs we've ever encountered, while the localisation of the dialogue is superb throughout. It's almost as though the game is constantly sending itself up with references to itself and the oddities of the familiar characters – like Peach casually commenting on the fact that all her clothes are exactly the same, or Luigi complaining about the fact that Mario is always swanning off on adventures without him. In this respect, it all feels very similar to *Earthbound* on the SNES – another excellent, quirky Nintendo RPG.



△ *The forest is a tricky thing to navigate – and is also haunted by ghosts...*

The longer you play *Paper Mario*, the more you'll appreciate the unorthodox styling and likeable characters, and before long you'll have fallen for its endearing, almost enchanting, oddball ambience. So what you're essentially looking at, then, is an RPG that caters for all. It's cheerful enough to attract younger players, clever enough to appeal to older ones, while being sufficiently inventive, taxing and lengthy to provide enough entertainment for those who consider RPGs to be their genre of choice. Strange it may be, but worth every penny? You bet your life.

GERAINT EVANS

pluses & minuses

+

- Interesting visuals.
- Cheekily amusing.
- It'll take plenty of time to finish.
- The best 'true' RPG on N64.

–

- Cuteness may be off-putting to some.
- A little linear, perhaps.

If you like this...

Mystical Ninja
Konami
N64/14, 90%
Totally bonkers, sprawling anime-style adventure. Thoroughly enjoyable.



8 VISUALS
Hardly exceptional, but certainly original with some great styling and effects.

8 SOUNDS
The usual cutesy Japanese thang, but the music's funky and suits the style of the game perfectly.

8 MASTERY
It doesn't push the N64 to its limits, but what's there is great and there's plenty of it.

8 LIFESPAN
It does lead you along by the hand, but it *is* big. No replay value, though.

VERDICT
The finest example of a a 'true' RPG on N64. Plenty to keep you occupied and a joy from start to finish. Excellent.







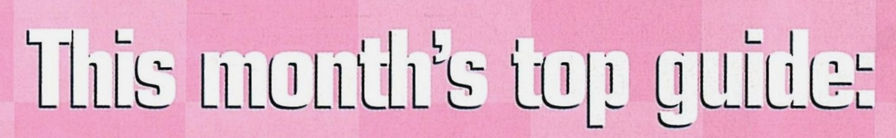


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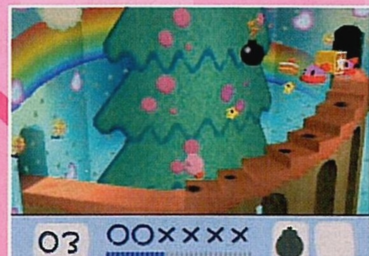
Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64









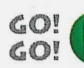
KIRBY 64 THE CRYSTAL SHARDS

Blob your way to sweet, sweet success with our top tips for the bubblegum-pink bouncer's latest adventure. 64

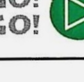




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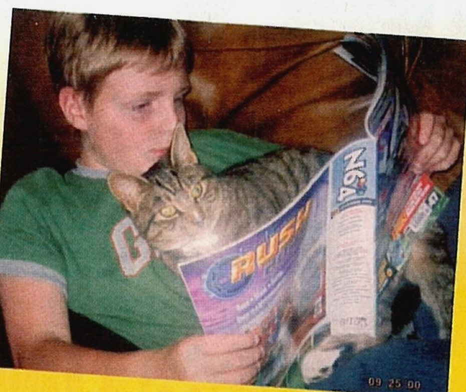
Club 64 MAILBOX

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Bath, BA1 2BW.
Fax: 01225 732341
e-mail: n64@futurenet.co.uk

Each month, our Star Letter wins a Gamester GBA Ultimate Essentials pack from Radica:UK (01992 503133). All other letters printed win an **N64** badge!

Stop. Collaborate and listen. Greener's back with a brand new, uh, letters page. But what written wonders has he discovered this month?





Looks like Jake's feline friend is trying to out-stare Dr Kitts in this pic. Good luck.

'Attracts animals'

I was busy reading **N64** Magazine the other day, when my cat jumped up and started reading, too. This proves that your mag is so good, it even attracts animals. The cat then completed all my games and became Nintendo World Champion, but I won't go into that.
Jake Bernard, Oxford

*Well there you go, then – **N64** Magazine: officially cool for cats. More photographs of household pets staring wide-eyed at our illustrious publication to the usual address, please.* **Ed**

Correction corner

Go on. Give Greener even more reasons to beat us up..

I'm just being picky, but in issue 56, page 36, you had a bit of text saying, "Nooo! The world's most irritating frog is back. Sigh." But the arrow wasn't pointing to Slippy Toad, but to an entirely different picture.
Ian Hughes, Pontypridd

And you didn't even mention that frogs and toads are entirely different animals. We truly are cretins. **Ed**

Your *Smash Bros Melee* report – where to begin? Peach is not a 'returning fighter', this is her first *Smash Bros* game. And you call Sheik 'Shiek' three times.
Janne Kaitila, Finland

That'll be Alan. Dropped on the head as a baby, you know. Or have we used that excuse already? **Ed**

On page 21 of issue 56, the GBAs have the D-pad on the wrong side of the screen! Either this is a new GBA for left-handed players, or you flipped the image to make it fit. Tut, tut.
James Keen, via email

We point the Big Finger of Blame at Jud or Paul. They don't call them 'art monkeys' for nothing, you know. **Ed**

In issue 56, in the Gamecube section, you claimed that Yu Suzuka is the head of Sega's Sonic Team. The head of Sonic Team is Yuji Naka. Yu Suzuki (not Suzuka) is the head of AM2.
Graham Hill, Swansea

We've yet to get our head around this whole Sega business. Who's the blue hedgehog again? **Ed**



"It's-a me, Mari-" Chomp. Chocolate doesn't last long round here. Oh no.

'Rubbish truck'

On my holiday to Lanzarote, I picked up this odd-looking chocolate egg. It has a licensed Nintendo of America logo on it. Does this mean Nintendo also make food as well as games? The toy inside had absolutely nothing to do with Mario, though – it was a rubbish truck which I broke by accident. Please explain!
Matthew Dix, Tyne and Wear

*We featured something similar back in **N64**/48. It's the result of Ninty licensing out Mario's likeness to European confectioners – see also the bizarre ice cream packs available in the UK a few years back.* **Ed**

Ah, Britney. Look at her, giving Greener the eye. (Note: this isn't true.)

'Bikini on'

Hey, I have an idea for you. Can you make a game of Britney Spears' pop life? The game would be about concerts around the world, singing, dancing, making videos, and getting photos taken for magazines. On Britney's day off, she could go to the beach with her bikini on and go shopping with her friends for clothes.
Nameless, Bury St Edmunds.

Firstly, we don't make the games. Secondly, if we did, we can think of more exciting things to base them on than Britney Spears. (Thinks.) Well actually, no, we can't. **Ed**

'Sister's favourite'

Today, I found myself chuckling at the stupidity of my sister's favourite band, S Club 7, trying to act in their TV

series LA 7. But then something caught my attention. In the episode where Bradley can't complete his computer game, Assassin's Apocalypse (?), they visit the game company's manager. He refers to his dad as a plumber from Cleveland! Even S Club 7 love Mario.
Joe Bayley, Surrey

Cleveland? Mario's from Brooklyn, so that's one in the eye for LA 7's researchers. Still, great excuse to print a picture of the lovely Tina. **Ed**



▽ *Mrs Greener-to-be? In his dreams...*

'Michael Buerk'

Does anyone watch the BBC news? I can't quite remember what they were talking about the other day, but Michael Buerk was chatting to a reporter called Justin Webb! Does this mean Jud is trying to beat Tim Weaver at his own televisual game?
Colin Clarke, Norfolk



△ *Our Jud also has less hair. Poor chap.*

Justin Webb is the BBC's dishy Strasbourg Correspondent. He has a gorgeous wife, Sarah, and two lovely children, Martha and Sam. According to our own Jud, who's forced to design 17 near-identical pages of **N64** *Directory every month, he's a git.* **Ed**

'other parts'

While playing *Pokémon Gold* I stumbled across this guy in the park where you can play the bug-catching contest. When I spoke to him he said he was playing a Game Boy Advance. At first I thought it was just Nintendo promoting the handheld until he said he was "trading over the phone". Does this mean the GB mobile phone adaptor is to see the light of day in other parts of the world apart from Japan? Or does it mean the rumours about Nintendo and Konami producing telecom software are true? Or is it telling us that, once again, the Japanese will get something the rest of the world can't.
Tom Milton, Bristol

Mark reckons you're having us on with these shots. But then what does he know! Ed

△ *These shots do look a bit convincing, but Mark still reckons they're a wind-up.*

◁ *Mark's feeling in his water proved spot on. Nicely.*

'PC boxes'

Whilst reading **N64**/56's Mailbox, I noticed the letter from Tom Milton about the person in *Pokémon Gold* yakking about Game Boy Advance. You thought this letter was a fake – and you were right! In the game, that trainer actually says, "I'm printing out my Pokédex. You can also print out stuff like mail and your PC boxes."
Philip Day, Poole

Ha! Vindicated. All fake Poképics we receive in future will be thrown onto the **N64** *office log fire.* **Ed**

'Ten polygons'

Recently, I have been playing *Starfox* on the SNES, and I've noticed something interesting. In the game's manual, it mentions that the planet Fortuna is known by the inhabitants of the Lylat system as 'Dinosaur

HELLO?!

Ear-melting mobile melodies

The Ninty-related ringtones are flooding in. *Zelda* is still the most popular, and this month's winner is **James O'Connor** from **Middlesex**, who wins an N64 joypad. Nice!

Guru Guru's Song of Storms

Tempo: 160
8e1 8b1 2e2 8e1 8b1 2e2
4#f2 16- 8g2 8#f2 8g2 8#f2 8g2 2b1 4b1
4e1 8g1 8a1 2b1 4b1
4e1 8g1 8a1 2#f1 4-
8e1 8b1 2e2 8e1 8b1 2e2
4#f2 16- 8g2 8#f2 8g2 8#f2 8d2 2b1 4b1
4e1 8g1 8a1 2b1 16- 4b1 2e1
James O'Connor, Middlesex

Pokémon Silver Theme

8d1 8e1 8f1 8g1 8a1 8b1 8c2 8d2
8e1 8f2 8g2 8a2
2c1 4- 4d1 2g1
4- 8f1 8e1 2d1 4- 4d1 2a1 4-
8d1 8#g1 2f1 2e1 2g1 4b1 4a1
32- 4d2 4c2 32- 4e2 4d2
32- 4a2 4g2 32- 4c2 4b2
4- 4d2 8d2 8d2 2d2
Noel Gaffney, Ireland

End Theme to Majora's Mask

4c1 8f1 8c1 8f1 8g1
4a1 4f1 4#a1 8a1 8g1
4f1 4c2 4c2 4#a1 8#a1
8a1 8g1 8f1 4e1 4c1
4c1 4c1 8f1 8c1 8f1
8g1 4a1 4f1 4#a1 8a1
8g1 4f1 4c2 4c2 4#a1
8#a1 8a1 8g1 8f1 2f1
Christopher May, Bristol

SURF'S UP

This month, by popular demand, websites of games companies.





Acclaim	www.acclaim.com
Activision	www.activision.com
Atlus	www.atlus.com
Boss Game Studios	www.bossgame.com
Capcom	www.capcom.com
Codemasters	www.codemasters.com
Crave	www.cravegames.com
EA	www.eagames.com
Eurocom	www.eurodltd.co.uk
Factor 5	www.factor5.com
HAL	www.hallab.co.jp
Hudson	www.hudson.co.jp/eng/
Imagineer	www.imagineer.co.jp/game/index.html
Infogrames	www.uk.infogrames.com
Interplay	www.interplay.com
Kemco	www.kemco-games.com
Konami	www.konami-europe.com
Leftfield	www.left.com
Lego Software	www.lego.com/software
LucasArts	www.lucasarts.com
Mass Media	www.massmedia.com
Midway	www.midway.com
Mindscape	www.learningco.com/Category.asp?CID=521
N64 Magazine	www.futurenet.com/futureonline/magazine.asp
Namco	www.namco.com
Nintendo Japan	www.nintendo.co.jp
Nintendo UK	www.nintendo.co.uk
Nintendo US	www.nintendo.com
Rareware	www.rareware.com
Saffire	www.saffire.com
SCi	www.sci.co.uk
Silicon Knights	www.siliconknights.com
Sunsoft	www.sunsoftgames.com
Take 2	www.take2games.com
THQ	www.thq.co.uk
Titus	www.titusgames.com
Ubi Soft	www.ubisoft.co.uk
Virgin	www.vie.co.uk
3DO	www.3do.com

BONUS LETTERS

I know he is wrong but he will not listen to me.
Benjamin Curley, Essex

Then you've every right to smack him in the chops. **Ed**

Martin Kitts is not so evil.
Robert Zwetsloot, Bedford

We'll send him round to confirm just how wrong you are. **Ed**

I've got to go now as I can hear my sister screaming.
John Holland, Nottingham

Is she Mariah Carey? **Ed**

Could you print this in the mag?
The Mario Master, Leicester

Yes, I expect I could. **Ed**

"Blow it out your ass," said Paidraig McCoy.
Daniel Cooke, Rep of Ireland

What a pleasant chap. **Ed**

I'm practising to be a doctor.
Martin Kingy, Ruislip

Writing to a videogames magazine isn't great practice. **Ed**

There is another windmill in *Rush 2049*, on Haight.
Oliver Harman, Hampshire

WE WERE JOKING ABOUT THE WINDMILLS. **Ed**

Do I live on a different planet to everyone else?
Jon Mass, Nottingham

Dead from asphyxiation? Then yes. **Ed**

I'm sure I saw Jud last weekend somewhere in Cornwall.
Andreas Charles, Exeter

Could have been. Sometimes he just gets in his car and drives. But, sadly, he always comes back. **Ed**

Now all the emotional stuff is out of the way, I'll get to my point.
Theo Hajoglou, London

And not before time. **Ed**

Shigsy was smiling and so was I.
James Cross, Liverpool

Yes, the hilarity of farting transcends all language barriers. **Ed**

BARGAIN HUNTER

The best N64 bargains recently spotted by you. The best hunter each issue wins a joypad! This time, our winner forgot to send their name – tell us who you are!

TOYS 'R' US
Jet Force Gemini £19.99
Pokemon Snap £17.49
Mario Golf £14.99

HMV
NBA Jam '99 £14.99
Quake 2 £9.99
Turok 3 £14.99

COMPUTER EXCHANGE
F1 World Grand Prix £5
Shadowman £10
Jet Force Gemini £18
Perfect Dark £28
Forsaken £12

GAMESTATION
Banjo-Kazooie £18
Banjo-Kazooie (No box or instructions) £8

VIRGIN MEGASTORES
Conker's Bad Fur Day £19.99
Mario Tennis £9.99
Luke Davey, East Sussex

Spotted a bargain? Tell us where! Send the name of the shop, the town it's in and, if possible, its phone number to:
Bargain Hunters, N64 Magazine, Future Publishing, 30 Monmouth Street Bath, BA1 2BW.

(Offers not guaranteed in stores nationwide.)



It took us over five hours to track down this screenshot. Nightmare.

Planet'. Could this be where *Starfox Adventures: Dinosaur Planet* is set? Monarch Dodora would look great rendered properly with more than about ten polygons.
Andrew McGrae, Southport

Actually, Starfox Adventures *is set on a variety of planets. Still, great excuse to print a picture of the lovely Monarch Godora.* **Ed**

'Blue suit'

Have any of you seen The Mummy Returns? Fantastic film, and the scaredy-cat Englishman who wears that blue suit and hat, and is killed by the mummy, looks just like your very own Greener.
Jonathan, via email

So tell me this

1. I already own *Super Mario All-Stars* on the SNES, which includes *Super Mario Bros 2* and *Mario Bros*. Do you think I should buy *Mario Advance*?
2. Will *Mario Tennis* appear on GBA?
3. In *Luigi's Mansion*, does the entire game take place in the mansion, or do you leap into paintings to enter other worlds, à la *Super Mario 64*?
4. Finally, is *Kiddy Kong* in *Donkey Kong Racing*?
Joseph Tessier, West Sussex

1. Probably not, unless you're really desperate to enjoy the least-brilliant Mario games on the train. There are a heap of bonus bits and pieces in Mario Advance that you won't find in the original SMB2, though.
2. We reckon yes, as Nintendo are keen to pump as many Mario-related titles onto GBA as possible.
3. Rumours are gathering pace that the dimly-lit castle we saw at the E3 show is indeed just a tiny portion of Luigi's Mansion.
4. Doubt it. Kiddy Kong has been lost in the mists of time – expect only characters from DK64 and Diddy Kong Racing to crop up in the Gamecube racer.

Will *Ogre Battle*, *Starcraft 64* and *Animal Forest* be making it to UK shelves on N64? If not, how about on Gamecube?
Daniel Grimes, Leeds

Both Ogre Battle and Starcraft 64 are available in every area of the world except Europe, annoyingly, and there are no plans to bring them out over here. However, Shigsy is translating and rejigging Animal Forest for Gamecube as we speak – it should be available for the machine's launch.


Animal Forest is getting the GC treatment.

1. Do Game Boy Color power packs work with the GBA, or are

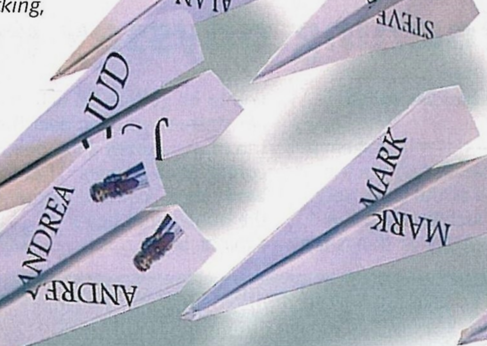
John Hannah, you mean? Star of Four Weddings And A Funeral and Sliding Doors, who sends ladies' hearts all a-flutter? But, he didn't die, did he? **Ed**

Greener? A John Hannah lookalike? More like John Merrick.

'My Labrador'

I have made an **N64** Magazine 'Squadron' for chucking around the office. Be warned – do *not* use these with dogs around. All but one of the original squadron were eaten by my Labrador. Have fun!
Pete Hartree, West Sussex

After much plane-chucking, these papery wonders have found themselves wedged in the unlikeliest of places. It all had to end after one unfortunate incident, which saw Geraint unable to sit down for five days. **Ed**



Jud made sure we had a picture of these before the inevitable destruction that use in **N64** *Towers would bring.*

The N64 Magazine BOARD

Incorporating Monster Museum! Nintendo World

When he sent this in, Anglesey's Nader Kohbodi even said thanks for printing his past pics. Cheers!

Jonathan Akinluyi (that right, J?) from Croydon is the chap to thank for bringing us this neat galaxy of N64 stars, which even includes Worldybloke. Aww...

Peter Ocampo from Reading sent in this intense Jo Dark pic, which actually made Steve feel somewhat uneasy.

Another felt-pen creation from Jonathan A, with a pleasing Majora's Mask theme. Nicely!

they too powerful?
Jason Newport, Christchurch

It's not that they're too powerful – Ninty have removed the 3V DC-IN socket from GBA, so there's nowhere to plug in a GBC power pack. However, there's a whole new range of AC adaptors for GBA which plug straight into the battery slot. We show you a healthy portion, and reveal which is best, on page 42.

1. I heard there's a new version of BBC B classic *Elite* coming to next-generation consoles. Is Gamecube likely to see it?
2. Will the original Speccy *Sabrewulf* be hidden in the GBA version?
3. Whatever are the people who made *Rocket: Robot on Wheels* doing now?
Terry Ratchet, Bradford

1. David Braben, one of the men behind Elite, is secretive enough to rival even the folk at Rare. But all the signs point to a Gamecube version of his new Elite 4 being on the cards, and possibly a GB Advance version, too. Next-gen space trading and combat? Top.
2. We don't see why not, especially after Rare went and planted the Donkey Kong coin-op in DK64.
3. They're working on a super-secret follow-up, using the same SPACKLE system (Sucker Punch Animation and Character Kinematics Life Engine). Despite repeated phone calls, they won't tell us what it is or if its due on Gamecube. Grrr.

Got a Ninty-related query? Send it to us at:
So tell me this…,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

HOW TO...
squeeze the most out of
KIRBY 64 THE CRYSTAL SHARDS

Complete the Pink One's platforming odyssey in style.

We quite like the idea that as technology advances, certain types of game just won't fade away. As a witness we call *Kirby 64*, a 2D platformer that incorporates the best innovations from Shigsy and co. to have graced our screens in the last 15 years or so. In fact, we were half expecting Kirby to jump on the baddies to kill them…

Whizzing through *Kirby*'s worlds might seem a simple proposition to the uninitiated. Just run (or fly) right until you reach the end of the level, yes? It can seem easy at first, but scratch beneath the surface and there's a surprising wealth of things for you to be getting on with in *The Crystal Shards*. For starters, you can beat the bosses, master the trio of minigames and cook up some 'kooky' combination powers. That sounds alright for a day's work, then. Without further delay, let tippage for the bubblegum boy's exploits begin…

by Alan Maddrell

WHAT WE SAID



We last reviewed *Kirby 64* in issue 57 and this is what we concluded:

"There's nothing wrong with 2D platforming, but *Kirby* ends up as a second-rate platformer with first-rate innovations. Definitely worth renting over a weekend."



HOW DO?

Check out a couple of the handy little tricks we've accumulated along the way.

LITTLE CHIEF

We deal with *Kirby*'s main bosses opposite, but you might be needing a couple of pointers to despatch the mini-bosses that pepper the actual levels. Well, just one pointer, really: simply swallow up what they throw at you, then gob it back at them. Alternatively, before you go into battle, you can load up with any of the goodly combo powers featured over the page.

CHEQUERS, ANYONE?

You know those mysterious chequered walls? Well, there are several good things lying behind them. The two colours of the pattern correspond to the two powers you need to combine to open the wall. If there isn't an enemy of the required type on the level you're on, simply leave that stage and visit another.





BIG, BAD AND BOUNCY

See off the scoundrels who are Kirby's bosses.



ROCK STAR BOSS

Just keep safe while the platform is rising to the top. When all the diamonds have appeared, run in sync with them to avoid harm. At the point where the platform reaches the top, inhale the atoms and spit 'em at the diamonds. Using an atom the same colour as the diamond will do more damage.



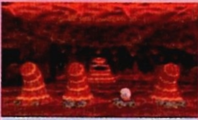
AQUA STAR BOSS

Flob the items the whale throws back at him, being very careful not to inhale the spiky monsters. Avoid his attacks and swallow the rocks that appear. When the floor crumbles, watch out – he's not dead. Swim up and inhale the fish he fires at you, keeping next to the rocks at the side.



POP STAR BOSS

The central tree will periodically spew an apple. Swallow 'em up with B, then spit them straight back out at the small trees dotted around the perimeter. Once you've hit each mini-tree twice, watch the pebbles on the floor to see where the big roots will emerge from.



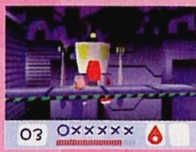
NEO STAR BOSS

After each strike, spit the balls back at the tentacles. Dodge his attacks, which play havoc with the platforms you're on. When his energy bar is down he'll chase you to the right. Don't be on the left or you'll get caught in the lava. Later, inhale the fairies top-right and spit them at the monster.



RIPPLE STAR BOSS

Most of his incarnations are a case of inhaling the smaller items as they become available and firing them at the main body. Generally, it's safer to stay on the left. At the end, duck under the purple balls, then swallow them as they solidify. Just bide your time and he's not too tricky...



SHIVER STAR BOSS

Run to the left and stay there 'til his first attack is over, then inhale his missiles or suck up the crystals he leaves after he mashes the platform's centre. Eat the yellow part of his bomb and dodge the white bit. Spew his missiles into the black part of his hull, and he's done for.



DARK STAR BOSS

We're keeping his looks a surprise, but use the Shard attack on the red eye, being wary of the explosions. When the view changes to overhead, shoot his 'halo' then swing to the side to see his spiky tail. Destroy it and dodge the gas. From there you can simply repeat the procedure...



△ Hmm. wonder what that power does? One way to find out – suck it and see, you big pink blob.

▽ Lawks! The Dark Matter is tailgating us! Run!

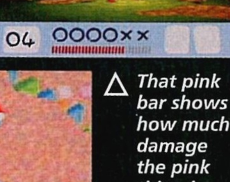
△ Our penguin friend has just cleared the way ahead with his big mallet. Cheers, then.

A PIZZA THE PIE

On the third level of the fourth world is a curious little puzzle that you might need a little help with. After the section with the orange floor, keep going right until you pass across the thin ledges over the pit. Your old mate, the artist Adeleine, has painted a picture on the canvas. It'll be a random one of the following: a top hat, an umbrella or a pizza. Remember which one she painted, then go further on. You have to make the star blocks resemble what she painted.



◁ If you stuff it up, just go out and come back in again.



◁ See Kirb's electric halo? Always a popular party trick, that.



△ That pink bar shows how much damage the pink thing has taken.

◁ The end-of-level picnic sees you jumping for the goodies.

GO! GO!



CHUCK IT UP?
When you've sucked in an enemy, you have a number of options. First, you can hit R and hold it aloft to do damage, or you can swallow it and turn it into a power, or you can spit it out at another enemy. If it has a power, gulping it down is the best thing to do with it by far. You can then use it time and time again, and it's always a more effective solution. So there you go. Dilemma solved.

THE PATH TO POWER

We highlight the more useful and more chortleworthy of the powers for you.

BOMB

● MR FROSTY

Regurgitate a Bomb power at an Ice one (or vice versa) and the snowman will stroll along before exploding.



***BEST USED AGAINST:** Enemies like the lance bloke who you can't get near. You're invulnerable as you stroll along. Handy, that.*

● DYNAMITE

Bomb with Stone makes this extremely powerful ability. Place the dynamite, then retreat and press Down to put on a protective helmet.



***BEST USED AGAINST:** Enemies who don't go anywhere. The blast radius is large, but the attack takes a while, so make sure you're safe.*

● HOMING MISSILES

Bomb and Bomb, this one. Hold B and you launch up to three missiles that will home in on any enemy. Or you can just fire one.





***BEST USED AGAINST:** Distant enemies, even ones you know are lurking just off-screen. We find just tapping B works very well.*

BURNING



● FLAME ON

Put Fire on Fire and you get a very lethal combination that is all but unstoppable for a while.

***BEST USED AGAINST:** Anything. You can stomp through any level very easily, but be careful when the power runs out.*

● FLAMING CHOPPER

Fire and Cutter powers give you a fully swingable sword which you can also throw by holding Up and pressing B.



***BEST USED AGAINST:** Well, there are better long-range weapons, and better short-range weapons. Aerial enemies will have the drop on you.*

● FLAMING ICE CUBE

Oh, my. Fire and Ice make a very confusing and limited oddity of science. You're immobile while moving it.

***BEST USED AGAINST:** Get rid of it – it's short-lived, short-ranged and hugely pointless. That's what you get for experimenting…*

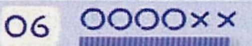
CUTTER

● BOOMERANG BOY

With a double dose of Cutter, you tear off a lion-sized chunk of yourself and hurl it forwards. It comes back of its own accord.

***BEST USED AGAINST:** Enemies on the same level as you. The radius of effect is big, so keep walking and jumping as you go.*







● KIRBY & DEAN

It's Cutter and Ice time. You wouldn't think ice-skating would be a terribly effective weapon, and you'd be right. Interesting to use, though.

***BEST USED AGAINST:** Enemies below you, since you can't really skate upwards. It's not a very useful weapon – you're better off losing it.*

● LOBSTER

Cutter and Needle make a weird snappy thing. It might be a lobster, or it might be a bear trap. We just don't know.



***BEST USED AGAINST:** You're immobile while you use it, but it has a large radius and is fairly effective. Don't use against rapidly-moving enemies.*

FUN WITH MINIS

Minigames got you down? Here's a little help.

100 YARD HOP

Simply press A to jump two spaces ahead, but be very careful to press B to jump one space if A would land you in the drink. To avoid confusion, you could put your two forefingers on the different buttons, resting the controller on the floor.



BUMPER CROP BUMP



Be wary on Hard, since bombs start dropping from the trees, and you don't want to be anywhere near them. When catching fruit, don't get into position immediately. Your computer chums will barge you out of the way. Wait a little while, then shove your way into the fray with A.

CHECKERBOARD CHASE

Tricky, this one, since there's a delay between you whacking the ground (with A) and the floor falling away. It might be wise to hover out of danger, waiting for your computer-controlled enemies to do each other damage first. Be very careful when someone goes out, though, because the outer rows of blocks will disappear.



SPARK

● PETROLEUM JELLY

Spark and Burn make Kirby smear napalm on his head and set it alight. Not the most sensible move, you might think.



BEST USED AGAINST: *It might do quite well against a mid-level mini-boss, but doesn't have a very long range. Hold B to run around on fire.*

● I'M A FRIDGE

Great stuff, this. Combine Spark with Ice for one of the game's most entertaining moments.



BEST USED FOR: *Whenever you're weak, launch some food and quickly gobble it up. You'll regain health, which is absolutely invaluable.*

● BOULDER ON A STRING

Stone and Spark allow you to swing a sphere around like a medieval ball and chain thing.



BEST USED AGAINST: *Distant enemies who otherwise can't be reached. The move can leave you vulnerable to close attacks, though.*

STONE

● SEISMIC SMACKTIVITY

Stone combined with Fire makes Kirby a volcano. You can angle your volcanic eruptions with the D-pad.

BEST USED AGAINST: *Enemies directly above you, since the eruptions can be hard to accurately control. Again, fairly good for bosses.*

● DRILLER KILLER



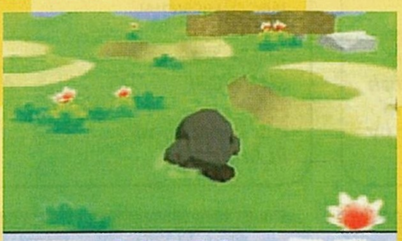
Stone and Needle will turn you into a huge drill that you can either hold in front of you or fire ahead.

BEST USED AGAINST: *Almost anyone. Fire ahead and you'll be unstoppable – unless the enemy is above you, that is.*

● THE ROCK

Picking up two Stone power-ups will turn you into a lumbering hulk o' stone. True, you can't jump and you're slow, but it's very effective.

BEST USED AGAINST: *You can press B to explode in a shower of rock. It's very useful against a series of foes on each level.*



NEEDLE

● SWISS ARMY KNIFE



Needle plus another Needle prompts the Kirbster to perform a rather pleasing impression of every Scout's best friend.

BEST USED AGAINST: *Enemies who will stroll aimlessly into your personal space. It's quite an effective defensive power with a large radius.*

● ROBIN HOOD

Needle and Fire give you a flaming bow and arrow. You can hit enemies quite far away with this one.

BEST USED AGAINST: *Distant enemies who'll give you the chance to miss a few times. It's rather difficult to be accurate with this one.*



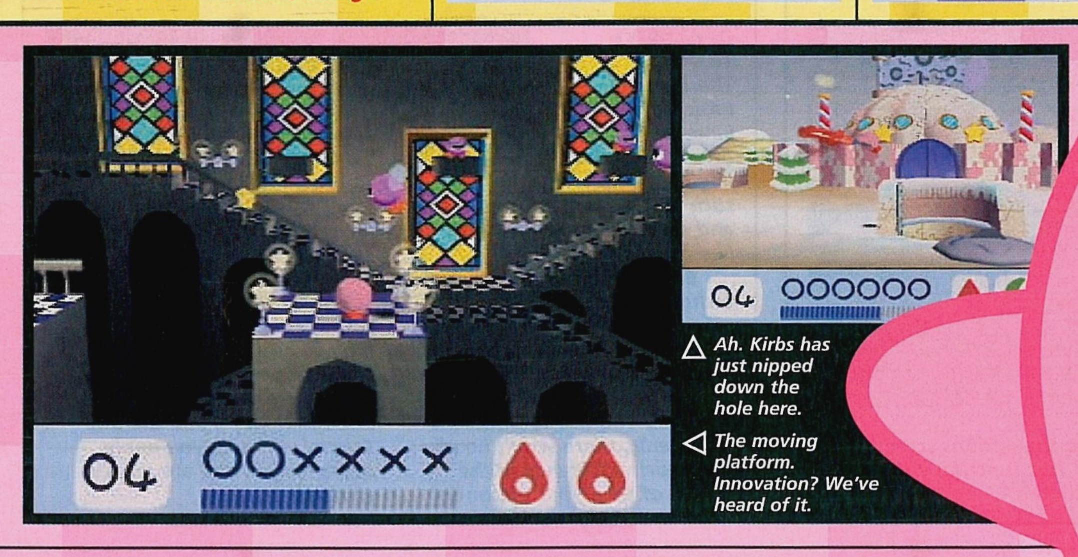
● LIGHTNING CONDUCTOR

Needle and Spark make for a curious pointy thing that draws electricity down from the sky.

BEST USED AGAINST: *Enemies close by, as your range of attack isn't that large. It's a very short-lived power, too, so time your attacks carefully.*



WHERE IS IT?
Want to get a specific one of the lovely combination powers? Don't know where to find them? As you progress through the game, make a note of what sort of powers the enemies leave when they die. Many of them won't leave anything, so don't bother swallowing them. It seems obvious, but if you're looking for an Ice power, go to an icy level. If you want a Fire, go to a hot level. Get the idea? Thought so.





△ *Ah. Kirbs has just nipped down the hole here.*

◁ *The moving platform. Innovation? We've heard of it.*



We'll help you smash your games wide open. Figuratively.

TIPS EXTRA

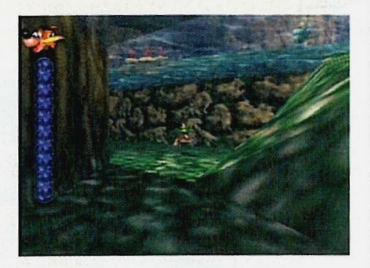
Tips for the Top 10 N64 games with GAME

www.game.uk.com



1 Banjo-Tooie

SUPER GLOWBO
With the Ice Key, head for Glitter Gulch Mine and to the water collection area. You'll find a water-filled room beyond. Torpedo the blocked wall there and swim to Hellfire Peaks, where a giant chest – unlocked with the Ice Key – contains a massive Glowbo.





INCREASED AIR CAPACITY AND SPEED SWIM
You'll need the Bill Drill move. With that, head to Banjo's house and destroy the nearby boulder. Grab the fish beneath and dive into the moat. The fish increases your air capacity and enables Banjo to swim faster by holding A and B together.

2 Excitebike 64

BUILT-IN CHEATS
On the main menu screen, hold L, then press Right-C, Bottom-C and A. This will open the cheat menu, allowing you to enter the following codes.



Unlock all tricks and stunts
TRICKSTER

Debug mode
IMGOINGNOW

Stunt bonus
SHOWOFF

Big head mode
BLAHBLAH

Mirror mode
YADAYADA

Small head mode
PINHEAD

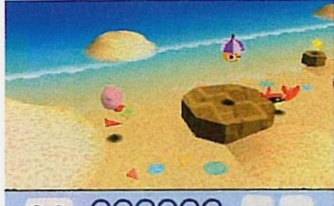
Invincibility
MOWER

3 Kirby 64: The Crystal Shards

UNLIMITED LIVES
That tried-and-tested technique again. Start the game and grab the star at the beginning. Now leave the level and return again to grab another. Keep going until you have all the lives you'll ever need.

EVIL KIRBY
Collect all the crystals and cards, then beat the final boss.

BONUS MODES
Collect up all of the crystals, so that the completion status of your save game reads 100%. You'll now be able to enter boss battles at will, as well as view all the cut-scenes.





SOUND TEST
Complete the game and then head over to the options screen. A Sound Test function will now be unlocked.

4 WWF No Mercy

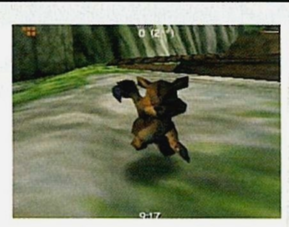
OFFENSIVE TACTICS
There are basically two kinds of offensive tactics. Impact moves – such as punches, clotheslines and slams – and submissions like chokes and holds.





Balancing these two techniques without being over-reliant on either is the key to speedy victory. Submissions, for example, will never weaken an opponent as much as impact moves. If you use submissions repeatedly, there won't be all that much difference in the length of time your opponent stays down – the same applies for repeated throws. Impact moves, however, are a great way of opening up a window for a successful submission. Enough impacts and the odd Special will help you apply holds longer, and are an easy route to KOs.

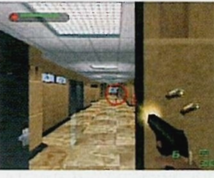
5 Conker's Bad Fur Day



CAPTURE THE FLAG HINTS
In the 'Colours' game, the Squirrels team is at a disadvantage. Not only do they suffer far more than Tediz when falling from high places, their route back to base is much longer and trickier to negotiate. Always pick the Tediz' team against newbies.

The Tediz base has another benefit. Grab the sword, go back up the ramp and jump from the left side of the 'window' – you'll land on the grassy bank above the base's courtyard. Now run to the wall and use a crouching jump to hop up it – you'll have taken a massive shortcut. Mint.

6 The World is Not Enough





TAKING COVER
On the later levels, extreme caution is advised if you want to stay in one piece. Be patient and hide behind anything that won't explode when shot to cover yourself from incoming gunfire. Poke your head around corners, and give yourself time to score those important headshots.

RELOADING STRATEGY
Sounds obvious, but most guns are clip-based, so make frequent reloading a habit to avoid those bang-click-click-death moments.

7 Lego Racers



ROCKET RACER RUN
Always aim for a boost start by flooring it just before the off. If you fail to get a flyer, it's best to restart, because winning without one is very tricky.

In order to come first, collect all the green blocks and white blocks to get the best speed boosts you can. Grab some red blocks too, as the missiles they provide are required to open up the warp you'll need to beat your rival – shoot the door where the track splits in two to access it each time.

As a reward for winning, you'll net yourself the excellent Rocket Racer's automobile.

8 Star Wars: Battle for Naboo



FEDERATION GUNBOAT TACTICS
The levels where you're forced to use the Gunboat can be very frustrating. Take your time, edging your way through the level slowly, taking care of any mines that block your way. Laser turrets can easily be avoided by inching closer and closer until you're in a position where you can take care of them out of their line of sight. The most important rule is to go very steadily. Remember where certain dangers are and take them out patiently from a position where they're unable to see you. Your weapon range is far superior to theirs.

9 Pokémon Stadium





GYM LEADER CASTLE: THE FINAL BATTLE (Hard)
Nasty. If you rented your 'mon you're in for a heap of pain. Our choice tactic is to pummel Gary's Pokémon with a range of Psychic attacks – Amnesia is a must. Use a high-level Mewtwo with Gengar and either Kadabra or Alakazam. Also try a heavy-hitter: Snorlax is a good example of a 'mon who can fully exploit a foe stalled by a Psychic attack. If you're using Yellow, beware Gary's Eevee evolutions – they'll be the same as your GB game.

10 Mario Tennis





USE THE COURTS
Being aware of the each court's attributes is vital. If you're on one of the harder surfaces (like the composite courts) opt for a speedy player. This will enable you to exploit high bounces towards the net, as well as letting you quickly shift back to catch cheeky lobs.

The opposite applies to slower, clay courts. Baseline play is favoured here, so the more powerful, slower folk fare better. Such matches can be easily won through baseline play and strong serves. If you do play at the net, keep your shots low, though this is much harder.

Tip for the top

Fresh cheats for future chartbusters



PAPER MARIO
Go to Toad Town and make your way to the entrance to Forever Forest. There you'll meet a cook named Tayce T, who'll cook up some great treats to help you on your way, provided you give her the proper ingredients, of course...

Deluxe Feast:
Strange Leaf + Whacka's Bump + Potato Salad + Shroom Steak

Fire Pop
Cake Mix + Fire Flower

Frozen Fries
Fire Flower + Iced Potato

Honey Ultra
Honey Syrup + Ultra Shroom

Honey Candy
Honey Syrup + Cake Mix

GO! GO!



ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes, including your own!



Conker's Bad Fur Day

UNLOCK ALL LEVELS 800EA136 00FF

INFINITE HEALTH 800CC8BA 0006

INFINITE OXYGEN 800CC7A2 0001

POTS OF CASH 810D256A 270F

CHANGE PLAYER ONE'S SIZE
50004004 0000
800CC83C XXXX

Replace **XXXX** with:
3D20 – tiny
3EF0 – big
4000 – massive

HEADLESS CONKER 810CC78E F000

PLAY AS ANY CHARACTER 800D255F 00XX
Replace **XX** with:
01 – Weasel 1
02 – Weasel 2
03 – Tedi
04 – Combat Squirrel
05 – Conker 1
06 – Conker 2
07 – Conker 3
08 – Tank
09 – Raptor
0A – Turret
0B – Uga
0C – Bald Caveman
0D – Caveman
0E – Mohican Caveman
0F – Caveman
10 – Neo Conker
11 – Villager 1
12 – Villager 2
13 – Villager 3
14 – Villager 4
15 – Villager 5
16 – Villager 6
19 – Villager 7
1A – Villager 8
1B – Villager 9
1F – Villager 10
20 – Villager 11
21 – Zombie 1
22 – Zombie 2
23 – Enemy Bat
24 – Conker's Bat
25 – Army Captain
26 – Tedi Boss
27 – Gregg
28 – Gregg Skeleton

REAL MATRIX MODE
Press Z to activate, and R to deactivate.
D1042DA4 2000
810CC738 3E00
D1042DA4 0010
810CC738 3F80

FAST CONKER 800CC738 4080

RAPID FIRE 810CC828 0000

UNLOCK GREGG, TEDI LEADER AND CAPTAIN IN MULTIPLAYER
810EA130 FFFF

UNLOCK WEASELS, ZOMBIES, CONKER, NEO CONKER AND VILLAGERS IN RACE
810EA132 FFFF

WWF Wrestlemania

MUST BE ON F10376E0 0000
F10376E2 0000

MAXIMUM HEALTH 801671F5 00FF

LONGER SUBMISSIONS AND PINS
801671F4 0064

ALL WRESTLERS 8109ED5A FFFF

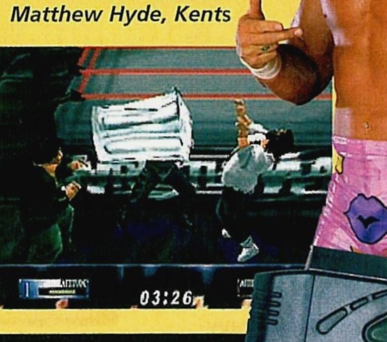
255 HEAD ATTRIBUTES 8011A831 00FF

255 BODY ATTRIBUTES
8011A833 00FF

255 ARM ATTRIBUTES
8011A835 00FF

255 LEG ATTRIBUTES
8011A837 00FF

255 FLYING ATTRIBUTES
8011A839 00FF
Matthew Hyde, Kents



For information about Action Replay cartridges, call **Datel** on **01785 810826** or visit **www.codejunkies.co.uk**

YOUR ACTION REPLAY CODES





CODES

Send to: Action Replay codes, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name..........

Address..........

....

....

....

....

Postcode..........

READERS' TOP 15 TIPS

Remember, the best one wins an Action Replay cart from Datel (01785 810826) and an exclusive **N64** badge!



Tip of the month

1 Perfect Dark
Enter Carrington Institute: Defense with All Guns, Jo Shield and DK Mode on, then enter the Hologram room with a Psychosis gun. Get the guards on your side and save the woman cowering near the right-hand wall. Psychosis her, then leave the room and come back in. You'll end up with a room full of women!
Nick Waye, Stoke



2 Mario Tennis
In any cup where Bowser is playing someone else, keep saving and re-trying until you're facing Bowser in the final. He's a lot easier to beat than the rest, so you should win every time.
Peter Lampard, E Sussex

3 Rogue Squadron
On the Prisons of Kessel level, if the guy in the rescue ship says "I can't take it", simply pause the game and go back in again. The rescue ship will mysteriously not have blown up.
Daryn McGarva, Moffat



4 Zelda: Majora's Mask
Take a swig of some Chateau Romani and fire Ice Arrows into the murky waters anywhere on the map to form little icebergs. As Deku Link, jump from 'berg to 'berg, but don't fall in. You can use them to explore the swamplands! Lovely.
Marius Andersen, Norway

5 Zelda: Ocarina of Time
As a child, go to Death Mountain, and the bit where you throw the bomb to open Dodongo's Cavern. Backflip where the fence is lowest and you'll grab the heart that's on top of the cavern entrance.
Alex Roberts, Newnham-on-Severn

6 Perfect Dark
Keep firing the laser on short-range beam, then hold B to switch to pulse fire. As long as you hold Z, the laser won't be able to switch modes. Silly thing.
Matthew Quinn, Middlesex



7 FIFA '99
If you want to score from miles out, start the match as the opposition and pass the ball to the keeper. Hold R and run as far out as you can. Get tackled, switch back to your team and release R – you can now score freely. Nicely!
Alistair Hobson, Preston

8 TWINE
On Underground Uprising, punch or shoot a guard onto the railway tracks. A second later they'll be squished by an oncoming train. Lovely!
David Robinson, Woking

9 WWF No Mercy
Pick any weapon out of the crowd, then throw it back in. Take another one, and you may just find that the weapon has doubled in size! Another way to get this effect is to earn all of the belts with a created wrestler.
Ian Findley and Andrew Lucas, West Yorkshire



10 Zelda: Ocarina of Time
When you've completed the Water Temple, head for Lake Hylia and lure a Tektite slightly into the water. Stun it with the Longshot and then give it a whack with the Megaton Hammer. The Tektite should rocket off into space.
Anonymous, Somewheresville

11 Perfect Dark
Select co-op with a human buddy on Area 51: Rescue. Watch the full length of the cut-scene, then hold back on player two's stick as the level starts (using the first control setting). The second player can now step through the door and explore!
David Alton, Bath

12 Conker's Bad Fur Day
When you're swimming, jump and do the helicopter tail thing. You'll get across the water a lot faster.
James Shirley, Notts

13 Zelda: Majora's Mask
Head over to the Spirit House and shoot the spooks there with your Light Arrows. Each one of them drops 50 rupees, so you can tot up a potentially useful 250 spondulicks by defeating them all.
Ciarán Treacy, Dublin



14 TWINE
If you're low on ammo, watch-stun someone. When the fella gets up again, he'll have another gun for you and more ammo. Handy, that.
James Hambidge, Southwell



15 TWINE
Shoot Zukovsky's guard on the stairway of Fallen Angel with a watch stunner until he drops his K47. Pick it up and he'll pull out a P2K.
Tasheef Mohammad, Kent

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'Tip of the month' slot, you'll get something extra special.

cut out and send

Name..

Address..

....

....

....

....

Postcode ....

Here's my top tip

It's for [game name]:

And I've found that if you:



Send to: Tips Extra, **N64** Magazine
30 Monmouth St, Bath, BA1 2BW.
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

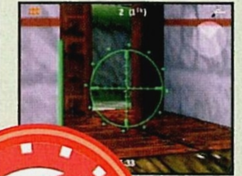
Eight challenges to test the best.

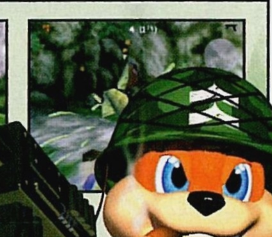
GAME ON

If you've been able to afford a copy of *Conker's BFD*, you'll be able to testify just how addictive its multiplayer is. In fact, it's overtaken *Perfect Dark* as the office favourite, and is the main culprit when it comes to distracting us from our duties.

So, to celebrate *Bad Fur Day*'s multitude of hilarious multiplay moments, we've dedicated all of this month's Game On to a collection of the finest *BFD* challenges – the ones that have had Team **64** at each others' throats since the day the game landed in our laps. Enjoy!

CONKER'S BAD FUR DAY *Weapons Master*





TOP CHALLENGE

This great little challenge comes from **Chris Devine** in **Berkshire**. Enter a multiplayer War game with you against just one CPU-controlled foe. Set their AI to Inbred. The aim is to kill your opponent once with each of the weapons you find lying around on the map, in this order – machine guns, rocket launcher, flamethrower, chainsaw, katana, throwing knives, Magnum, sniper rifle, grenades and gas attack. Award yourself a shiny medal based on how quickly you rack up all ten murders.

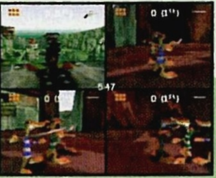
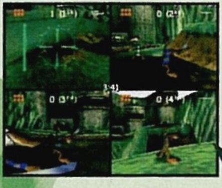







TIME TAKEN (MINUTES)	Gold	Silver	Bronze
	7	9	10

CONKER'S BAD FUR DAY *Weavin' Weasels*


Cheers to **Marcus Pitt** from **Chepstow** for this one. Start a four-player Death game on the Colors map, with lives set to five. Three players choose Weasels while the other must be a Tedi. The Weasels must start from the green base, each with a sword, while the Tedi must be in the red base with a Magnum. The Tedi must *not* leave his base. The job of the Weasels is to leg it to red base and chop off the Tedi's head, while the bear attempts to fend them off. Medals go to the Tedi based on total lives lost.





LIVES LOST	Gold	Silver	Bronze
	2	3	4

CONKER'S BAD FUR DAY *Chainsaw Massacre*





This grizzly mess of multiplayer mayhem comes from **John Pollard** in **Kent**, and refreshingly simple it is too. Enter the War minigame with you against eight sims set on Inbred AI. You've one mission and one mission alone here: leg it around the map as fast as you can, hacking up as many dumb sims possible... using the chainsaw and nothing else. Medals are then awarded for how many lingering deaths you can bring about in the allotted time of 10 minutes. Now get going!



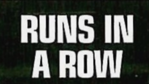


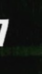
BOTS KILLED	Gold	Silver	Bronze
	45	35	25

CONKER'S BAD FUR DAY *Keep on Rollin'*




Another tasty tidbit from **Andrew McCaskill** in **Lancing** makes its way into this month's pot pourri of pristine challenges. From the Chapters menu, select Mr Barrel 2 from the Spooky line-up of levels. The idea is to see how many times you can consecutively roll down the winding path, killing *all* the skeleton worms each time. Falling off or missing a worm means you have to start all over again (cackle). The number of successful consecutive attempts determines your medal.







RUNS IN A ROW	Gold	Silver	Bronze
	7	5	3

CONKER'S BAD FUR DAY *Crouching Conker...*





This challenge from **James Saddington** in **Birmingham** requires four humans and no sims. Enter a four-player deathmatch in the Total War arena, then make your way to one of the bases and grab swords. Everyone should now stand at opposite ends of the room above the central area and wait for the clock to count down to eight minutes – then leap into the middle for an all-out katana-slashing melee. Leaving the base's floor is disallowed. The aim? To be the last one standing. Consecutive wins determine medal-pinnage.

WINS IN A ROW
 3
 2
 1

CONKER'S BAD FUR DAY *Rocky Rumblin'*





If you fancy yourself as something of a hard-nut, give this rather kamikaze-like challenge from **Kerrie Robbins** in **Wolverhampton** a go. From the Chapters menu, head for Uga Buga territory and make your way to the boogie wonderland that is the Rock Solid club. The aim here is to whack the bouncer about the chops (or anywhere, really) with your frying pan as many times as squirrelly possible before the big fella beats you to a bloody pulp. Ouch. It's better to use your caveman buddies to get rid of his drunken cohorts first, else you'll stand even less of a chance.

PANNINGS
 20
 10
 5

CONKER'S BAD FUR DAY *Jiggy in the Middle*





This challenge from **Amy Wells** in **Dover** is very tough indeed. Start up a four-player deathmatch in the Colors arena. One player uses a gun turret, two more grab machine guns and stand either end of the long bridge, while the last must loiter in the middle of the bridge – unarmed. Mr Bridge now aims to stay alive – using as much as the bridge as possible without jumping off – while the other three try to gun him down. Count how many times in total the three gunners have to reload before the bridge guy dies, then award a (posthumous) medal for his efforts.

RELOADS
 8
 6
 4

CONKER'S BAD FUR DAY *Explosive Escapade*





Ben Adams claims to be from the incredibly-hard-to-pronounce Welsh town of **Llanfairpwllgwyngyllgogerychwyrndrobwllllantysiliogogogoch**, but we don't believe him. Anyway, he also suggests kicking off a four-player deathmatch in the Colors arena – this time, though, three players must only use grenades, while the fourth jumps from the bridge to grab the rocket launcher on the mound. The aim? To see how long the rocket-toter survives atop the hill before being blown off – or apart – by grenades. Player four can use all of the mound, as well as the ramp that leads to it.

MINUTES SURVIVED
 3
 2
 1

Now it's your turn!

GAME ON

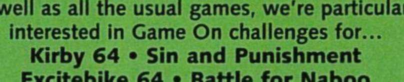
TOP CHALLENGE

Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

CHALLENGES WANTED!



As well as all the usual games, we're particularly interested in Game On challenges for...
Kirby 64 • Sin and Punishment
Excitebike 64 • Battle for Naboo
We'll print the best of them right here, and send you a natty **N64** pin badge for your trouble. What's more, the top challenge each month wins an Action Replay cart from Datel (01785 810826, www.codejunkies.co.uk). Now you can't say fairer than that, can you!

I'M THE BEST

Work your fingers, test your brain, then get some recognition for it.

Weyhey! Gamecube is approaching, and that's A Good Thing. But remember, you need to be ready for the next generation of gaming excellence – and that's where I'm the Best comes in.

Striving hard for a place in our leagues will reward you not only by making you (minorly) famous, but it'll make you a better gamer too. How much have you improved since the first time you picked up *Mario* or *F-Zero*? We'll push you *further*…

New Leagues!

We always want to bring you more – like these tasty (but tricky) treats…

BATTLE FOR NABOO
(STARTING NEXT MONTH – BEST LEVEL TIMES WITH AT LEAST 25 KILLS)

EXCITEBIKE 64
(WE'LL HAVE YOUR FINEST LAP TIMES, IF YOU PLEASE)





STAR PERFORMANCE

"*That* is hardcore", declared Greener, flexing fingers made sore by checking Paul Williams' *Perfect Dark* entry. Datadyne: Defection on Agent mode – in *13 seconds*? Amazing, and all legit.

Yep. We've seen the video of it, and Mark's even managed to exploit the same glitch as Paul – landing on the first guard's head on the roof of Datadyne Central, ducking to fall through the outside wall of the building then pushing against it to drop back into the ground floor. So while it's not strictly cricket, it's still properly in the game and not the result of a cheat cart, which means Paul wins a Mirage joypad from Wild Things (029 2075 5774, www.wild-things.co.uk).

Reckon you have what it takes to merit a Star Performance prize? Send us photo or video proof of your amazing achievement, then. The best entry each month bags a brand new Mirage joypad from Wild Things!

NEW HIGH SCORE?



No, no, no, no, no. We're collectively holding our head in our hands. Have you all (Paul Williams excepted) lost your gaming edge? No-one has managed to trump Jes' *Excitebike* Houston race time yet. But we're sure it's just down to hay fever or something, so we're giving you another chance…

THIS MONTH'S TIME TO BEAT



*Right then. The task is simple enough. Just ride like billy-o around the Houston track and turn in a race time better than 2:06.76. We'll look at them all when we put **N64**/60 together, root out the best, then phone Jes over on the Radar and laugh and laugh and laugh at him down the line. Oh, and send the winner a neat Mirage joypad, too.*

Mickey's Speedway USA
BEST RACE TIMES



INDIANAPOLIS		
1	0:21.16	Jonathan Mace, *Hants*
SAN FRANCISCO		
1	0:36.00	Jonathan Mace, *Hants*
NEW MEXICO		
1	0:27.92	Jonathan Mace, *Hants*
LOS ANGELES		
1	0:18.16	Jonathan Mace, *Hants*
ALASKA		
1	0:20.48	Jonathan Mace, *Hants*
MALIBU		
1	0:34.24	Jonathan Mace, *Hants*
2	0:34.64	Adam Ward, *Kent*
3	0:35.04	Faron Hussey, *Cambs*
4	0:35.20	Nick Nicolaides, *Somerset*
OREGON		
1	0:30.48	Jonathan Mace, *Hants*
COLORADO		
1	0:34.32	Jonathan Mace, *Hants*

Perfect Dark
BEST PERFECT AGENT TIMES

DATADYNE: DEFECTION		
1	6:21	Paul Williams, *Wirral*
DATADYNE: INVEST.		
1	6:25	Tom Donoughue, *Cambs*
2	6:29	Paul Williams, *Wirral*
DATADYNE: EXTRACT.		
1	3:07	Paul Williams, *Wirral*
CARRINGTON VILLA		
1	4:37	Tom Donoughue, *Cambs*
2	7:36	Paul Williams, *Wirral*
G5: RECONAISSANCE		
1	1:48	Paul Williams, *Wirral*
CHICAGO: STEALTH		
1	0:49	Paul Williams, *Wirral*
2	1:14	Killian Barry, *Dublin*
3	1:17	Robert Harrison, *Wakefield*
4	1:34	Andrew Simmonds, *Hants*
AREA 51: INFILTRATION		
1	4:48	Paul Williams, *Wirral*
AREA 51: RESCUE		
1	6:12	Paul Williams, *Wirral*
2	7:52	Tom Donoughue, *Cambs*
AREA 51: ESCAPE		
1	7:30	Paul Williams, *Wirral*
AIR BASE: ESPIONAGE		
1	7:30	Paul Williams, *Wirral*
AIR FORCE ONE		
1	1:54	Paul Williams, *Wirral*
CRASH SITE		
1	2:31	Paul Williams, *Wirral*
PELAGIC II		
1	5:58	Paul Williams, *Wirral*
2	6:00	Tom Donoughue, *Cambs*
DEEP SEA		
1	7:20	Paul Williams, *Wirral*
CI: DEFENSE		
1	2:26	Paul Williams, *Wirral*
ATTACK SHIP		
1	4:50	Paul Williams, *Wirral*
SKEDAR RUINS		
1	2:13	Paul Williams, *Wirral*
2	3:59	Andrew Simmonds, *Hants*
MR BLONDE'S REVENGE		
1	2:13	Paul Williams, *Wirral*

Perfect Dark
BEST AGENT MODE TIMES

DATADYNE: DEFECTION
1	0:13	Paul Williams, *Wirral*
2	0:35	Phil Hughes, *Merseyside*
2	0:35	Gary Carney, *Newcastle-upon-Tyne*
4	0:37	Jan-Erik Spangberg, *Sweden*
5	0:38	Arif Mollah, *Rochdale*

DATADYNE: INVESTIGATION
1	1:32	Phil Hughes, *Merseyside*
2	1:33	Paul Williams, *Wirral*
3	1:34	Gary Carney, *Newcastle-upon-Tyne*
4	1:36	Jan-Erik Spangberg, *Sweden*
5	1:39	Anthony Ratnasothy, *Essex*

DATADYNE: EXTRACTION
1	1:11	Phil Hughes, *Merseyside*
2	1:14	Gary Carney, *Newcastle-upon-Tyne*
3	1:18	Paul Williams, *Wirral*
4	1:19	Jan-Erik Spangberg, *Sweden*
5	1:27	Arif Mollah, *Rochdale*

CARRINGTON VILLA
1	1:18	Phil Hughes, *Merseyside*
1	1:18	Gary Carney, *Newcastle-upon-Tyne*
3	1:21	Jan-Erik Spangberg, *Sweden*
3	1:21	Paul Williams, *Wirral*
5	1:30	Tony Dunster, *London*

CHICAGO: STEALTH
1	0:16	Phil Hughes, *Merseyside*
2	0:17	Gary Carney, *Newcastle-upon-Tyne*
2	0:17	Paul Williams, *Wirral*
4	0:19	Jan-Erik Spangberg, *Sweden*
4	0:19	Tony Dunster, *London*

G5: RECONNAISSANCE
1	0:50	Phil Hughes, *Merseyside*
2	0:51	Gary Carney, *Newcastle-upon-Tyne*
3	0:55	Paul Williams, *Wirral*
4	0:58	Jan-Erik Spangberg, *Sweden*
5	1:06	Arif Mollah, *Rochdale*
5	1:06	Jonathan Steinberg, *Sweden*

AREA 51: INFILTRATION
1	1:18	Phil Hughes, *Merseyside*
2	1:19	Gary Carney, *Newcastle-upon-Tyne*
3	1:21	Paul Williams, *Wirral*
4	1:47	Ben Bryce, *Worthing*
5	2:00	David Byrne, *Dorset*

AREA 51: RESCUE
1	1:36	Phil Hughes, *Merseyside*
2	1:41	Gary Carney, *Newcastle-upon-Tyne*
2	1:41	Paul Williams, *Wirral*
4	1:52	Jan-Erik Spangberg, *Sweden*
5	2:37	David Morris, *Wallasey*

AREA 51: ESCAPE
1	2:38	Phil Hughes, *Merseyside*
1	2:38	Gary Carney, *Newcastle-upon-Tyne*
3	2:48	Paul Williams, *Wirral*
4	3:19	Andrew Simmonds, *Hampshire*
5	3:29	Kieran Gorman, *Dumbarton*

AIR BASE: ESPIONAGE
1	1:21	Phil Hughes, *Merseyside*
1	1:21	Gary Carney, *Newcastle-upon-Tyne*
3	1:25	Paul Williams, *Wirral*
4	1:31	Jan-Erik Spangberg, *Sweden*
5	1:52	Ben Gooch, *Tamworth*

AIR FORCE ONE
1	0:59	Phil Hughes, *Merseyside*
1	0:59	Gary Carney, *Newcastle-upon-Tyne*
3	1:02	Paul Williams, *Wirral*
3	1:02	Jan-Erik Spangberg, *Sweden*
5	1:07	Robert Harrison, *Wakefield*

CRASH SITE: CONFRONTATION
1	1:28	Phil Hughes, *Merseyside*
2	1:34	Jan-Erik Spangberg, *Sweden*
2	1:34	Gary Carney, *Newcastle-upon-Tyne*
2	1:34	Paul Williams, *Wirral*
5	1:57	Andrew Simmonds, *Waterlooville*

PELAGIC II: EXPLORATION
1	0:57	Phil Hughes, *Merseyside*
2	0:59	Gary Carney, *Newcastle-upon-Tyne*
3	1:07	Paul Williams, *Wirral*
4	1:18	Jan-Erik Spangberg, *Sweden*
5	2:06	Sam Harkins, *Abingdon*

DEEP SEA: NULLIFY THREAT
1	2:50	Paul Williams, *Wirral*
2	3:22	Phil Hughes, *Merseyside*
3	3:26	Gary Carney, *Newcastle-upon-Tyne*
4	3:31	Jonathan Rydstrom, *Sweden*
5	4:50	David Morris, *Wallasey*

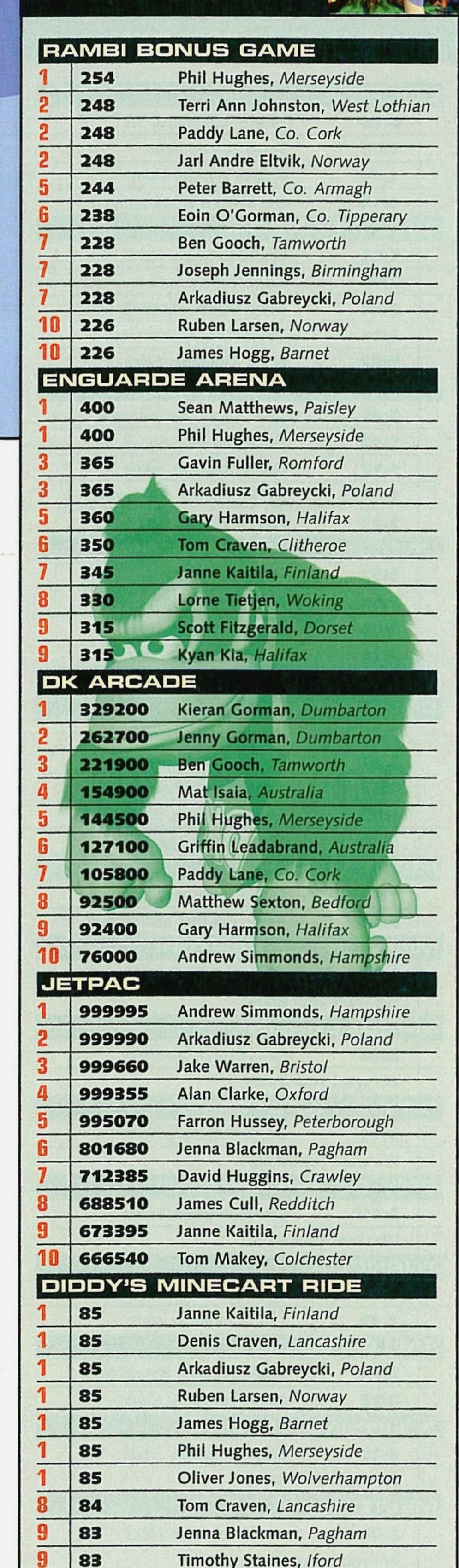
CI: DEFENSE
1	0:58	Phil Hughes, *Merseyside*
1	0:58	Gary Carney, *Newcastle-upon-Tyne*
3	1:00	Jan-Erik Spangberg, *Sweden*
3	1:00	Paul Williams, *Wirral*
5	1:04	David Morris, *Merseyside*

ATTACK SHIP: COVERT ASSAULT
1	2:29	Phil Hughes, *Merseyside*
2	2:31	Gary Carney, *Newcastle-upon-Tyne*
3	2:32	Paul Williams, *Wirral*
4	2:45	Jan-Erik Spangberg, *Sweden*
5	3:24	David Byrne, *Dorset*

SKEDAR RUINS: BATTLE SHRINE
1	1:23	Paul Williams, *Wirral*
2	1:30	Phil Hughes, *Merseyside*
3	1:37	Gary Carney, *Newcastle-upon-Tyne*
4	1:48	Jan-Erik Spangberg, *Sweden*
5	2:16	Andrew Simmonds, *Waterlooville*

MR BLONDE'S REVENGE
1	1:38	Phil Hughes, *Merseyside*
2	1:45	Gary Carney, *Newcastle-upon-Tyne*
3	1:46	Paul Williams, *Wirral*
4	1:48	Jan-Erik Spangberg, *Sweden*
5	1:53	Matthew Li Kam Wa, *Lancashire*

DK64



RAMBI BONUS GAME
1	254	Phil Hughes, *Merseyside*
2	248	Terri Ann Johnston, *West Lothian*
2	248	Paddy Lane, *Co. Cork*
2	248	Jarl Andre Eltvik, *Norway*
5	244	Peter Barrett, *Co. Armagh*
6	238	Eoin O'Gorman, *Co. Tipperary*
7	228	Ben Gooch, *Tamworth*
7	228	Joseph Jennings, *Birmingham*
7	228	Arkadiusz Gabreycki, *Poland*
10	226	Ruben Larsen, *Norway*
10	226	James Hogg, *Barnet*

ENGUARDE ARENA
1	400	Sean Matthews, *Paisley*
1	400	Phil Hughes, *Merseyside*
3	365	Gavin Fuller, *Romford*
3	365	Arkadiusz Gabreycki, *Poland*
5	360	Gary Harmson, *Halifax*
6	350	Tom Craven, *Clitheroe*
7	345	Janne Kaitila, *Finland*
8	330	Lorne Tietjen, *Woking*
9	315	Scott Fitzgerald, *Dorset*
9	315	Kyan Kla, *Halifax*

DK ARCADE
1	329200	Kieran Gorman, *Dumbarton*
2	262700	Jenny Gorman, *Dumbarton*
3	221900	Ben Gooch, *Tamworth*
4	154900	Mat Isaia, *Australia*
5	144500	Phil Hughes, *Merseyside*
6	127100	Griffin Leadabrand, *Australia*
7	105800	Paddy Lane, *Co. Cork*
8	92500	Matthew Sexton, *Bedford*
9	92400	Gary Harmson, *Halifax*
10	76000	Andrew Simmonds, *Hampshire*

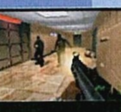
JETPAC
1	999995	Andrew Simmonds, *Hampshire*
2	999990	Arkadiusz Gabreycki, *Poland*
3	999660	Jake Warren, *Bristol*
4	999355	Alan Clarke, *Oxford*
5	995070	Farron Hussey, *Peterborough*
6	801680	Jenna Blackman, *Pagham*
7	712385	David Huggins, *Crawley*
8	688510	James Cull, *Redditch*
9	673395	Janne Kaitila, *Finland*
10	666540	Tom Makey, *Colchester*

DIDDY'S MINECART RIDE
1	85	Janne Kaitila, *Finland*
1	85	Denis Craven, *Lancashire*
1	85	Arkadiusz Gabreycki, *Poland*
1	85	Ruben Larsen, *Norway*
1	85	James Hogg, *Barnet*
1	85	Phil Hughes, *Merseyside*
1	85	Oliver Jones, *Wolverhampton*
8	84	Tom Craven, *Lancashire*
9	83	Jenna Blackman, *Pagham*
9	83	Timothy Staines, *Iford*





The World is Not Enough



BEST AGENT MODE TIMES

COURIER		
1	0:15	Laurie Johnson, *Herts*
2	1:05	Hugo Turner, *Bath*
3	1:11	Ashley Wright, *Ilkley*
4	1:15	David Morris, *Wallasey*
KING'S RANSOM		
1	1:54	Laurie Johnson, *Herts*
2	2:00	Hugo Turner, *Bath*
3	3:11	Mark Nisbet, *Ayrshire*
4	3:36	David Morris, *Wallasey*
5	5:07	Mark Armitage, *Essex*
THAMES CHASE		
1	1:15	John Hope, *Northampton*
2	1:16	Hugo Turner, *Bath*
3	1:17	Laurie Johnson, *Herts*
3	1:17	Robin Bradley, *Basingstoke*
5	1:24	Ashley Wright, *Ilkley*
UNDERGROUND UPRISING		
1	1:52	Hugo Turner, *Bath*
2	1:54	Robin Bradley, *Basingstoke*
3	2:05	Laurie Johnson, *Herts*
4	2:21	Ashley Wright, *Ilkley*
5	2:52	David Morris, *Wallasey*
COLD RECEPTION		
1	2:31	Robin Bradley, *Basingstoke*
2	2:47	Chris Suddick, *Herts*
3	2:57	Hugo Turner, *Bath*
4	2:59	Laurie Johnson, *Herts*
5	3:35	Mark Nisbet, *Ayrshire*
NIGHT WATCH		
1	1:59	Laurie Johnson, *Herts*
2	2:04	Robin Bradley, *Basingstoke*
MIDNIGHT DEPARTURE		
1	3:34	Laurie Johnson, *Herts*
2	We want your times!	
MASQUERADE		
1	2:46	Laurie Johnson, *Herts*
2	We want your times!	
CITY OF WALKWAYS I		
1	3:11	Laurie Johnson, *Herts*
2	We want your times!	
CITY OF WALKWAYS II		
1	3:10	Laurie Johnson, *Herts*
2	We want your times!	
TURNCOAT		
1	2:36	Robin Bradley, *Basingstoke*
2	2:39	Laurie Johnson, *Herts*
FALLEN ANGEL		
1	2:08	Robin Bradley, *Basingstoke*
2	2:23	Laurie Johnson, *Herts*
A SINKING FEELING		
1	3:29	Laurie Johnson, *Herts*
2	We want your times!	
MELTDOWN		
1	3:09	Laurie Johnson, *Herts*
2	We want your times!	

Majora's Mask



GORON RACES		
1	1:15.40	Tommy Rushton, *Manchester*
2	1:15.85	Tom Demandt, *Belgium*
3	1:16.43	Jan-Erik Spangberg, *Sweden*
4	1:16.52	Sean Matthews, *Paisley*
5	1:17.98	Michael Oakes, *Cheshire*
GORMAN TRACK		
1	57"13	Jan-Erik Spangberg, *Sweden*
ROMANI RANCH		
1	23"37	Jan-Erik Spangberg, *Sweden*
BEAVER RACE 1 (20 RINGS)*		
1	30"19	Jan-Erik Spangberg, *Sweden*
BEAVER RACE 2 (25 RINGS)*		
1	23"97	Jan-Erik Spangberg, *Sweden*
2	17"03	Kieran Warden, *Co. Galway*
3	14"09	Tom Demandt, *Belgium*
4	12"74	Michael Oakes, *Cheshire*
5	10"80	Michael Wakely, *Exeter*

*Time remaining on clock

Rush 2049



MARINA		
1	0:53.893	Lars Barlindhaug, *Norway*
2	0:55.597	Michael Rose, *Manchester*
3	0:56.082	David Crowther, *Kent*
4	0:56.109	Niall Moore, *Co. Limerick*
HAIGHT		
1	1:17.762	Michael Rose, *Manchester*
2	1:19.003	Lars Barlindhaug, *Norway*
3	1:20.274	Niall Moore, *Co. Limerick*
4	1:21.528	David Crowther, *Kent*
CIVIC		
1	1:17.936	Michael Rose, *Manchester*
2	1:21.918	Lars Barlindhaug, *Norway*
3	1:22.096	Niall Moore, *Co. Limerick*
4	1:22.540	David Crowther, *Kent*
METRO		
1	1:49.110	Niall Moore, *Co. Limerick*
2	1:49.147	Michael Rose, *Manchester*
3	1:50.847	David Crowther, *Kent*
4	1:53.946	Lars Barlindhaug, *Norway*
MISSION		
1	1:23.350	Michael Rose, *Manchester*
2	1:26.166	David Crowther, *Kent*
3	1:27.814	Lars Barlindhaug, *Norway*
4	1:30.271	Stuart Briggs, *Somerset*
5	1:30.764	Harry Watts, *Bucks*
PRESIDIO		
1	1:56.191	Michael Rose, *Manchester*
2	2:02.787	Lars Barlindhaug, *Norway*
3	2:04.904	David Crowther, *Kent*

F-Zero X



SAND OCEAN		
1	1'09"340	Damien Golding, *Watford*
2	1'12"463	Andrew Mills, *Dundee*
3	1'13"464	Kieran Gorman, *Dumbarton*
BIG BLUE		
1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'30"852	Andrew Mills, *Dundee*
SECTOR ALPHA		
1	1'16"178	David Van Moer, *Belgium*
2	1'16"336	Damien Golding, *Watford*
3	1'19"578	Jenny Gorman, *Dumbarton*
DEVIL'S FOREST 2		
1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
FIRE FIELD		
1	1'11"599	David Van Moer, *Belgium*
2	1'14"360	Phil Hughes, *Widnes*
3	1'15"028	Adam Tucker, *Great Yarmouth*
RED CANYON 2		
1	1'20"467	David Van Moer, *Belgium*
2	1'33"471	Andrew Mills, *Dundee*
3	1'33"776	Adam Tucker, *Great Yarmouth*
SPACE PLANT		
1	1'53"537	Damien Golding, *Watford*
2	1'53"944	David Van Moer, *Belgium*
3	2'00"535	Adam Tucker, *Great Yarmouth*
PORT TOWN 2		
1	1'41"918	David Van Moer, *Belgium*
2	1'52"032	Paul Galvin, *Dublin*
3	1'52"315	Damien Golding, *Watford*
SAND OCEAN 2		
1	1'27"887	David Van Moer, *Belgium*
2	1'35"198	Andrew Mills, *Dundee*
3	1'36"776	Adam Tucker, *Great Yarmouth*

Banjo-Tooie



MINIGAME SCORES

ZUBBA'S HIVE		
1	71pts	Ben Bryce, *Worthing*
POT O' GOLD		
1	36secs	Ben Bryce, *Worthing*
MINI-SUB CHALLENGE		
1	130pts	Michael Hardy, *West Yorkshire*
2	112pts	Ben Bryce, *Worthing*
3	70pts	Nick Nadeau, *Cambridgeshire*
CHOMPA'S BELLY		
1	133pts	Ben Bryce, *Worthing*

Send in your scores for all of *Tooie*'s minigames!



Mario Golf



TOAD HIGHLANDS

1	8'17"40	Warren 'Big Woz' Bright, *Oxford*
2	8'33"08	Chris Webb, *Gloucester*
3	8'34"64	John Jehan, *Jersey*
4	8'41"96	Raymond Wegman, *Holland*
5	9'18"68	Jon McIlvaney, *Washington*

KOOPA PARK

1	8'52"08	Warren 'Big Woz' Bright, *Oxford*
2	9'08"60	John Jehan, *Jersey*
3	9'13"48	Chris Webb, *Gloucester*
4	9'16"20	Raymond Wegman, *Holland*
5	10'32"68	Gary Carney, *Newcastle-upon-Tyne*

SHY GUY DESERT

1	9'08"88	Warren 'Big Woz' Bright, *Oxford*
2	9'13"88	Chris Webb, *Gloucester*
3	9'25"04	John Jehan, *Jersey*
4	9'25"56	Raymond Wegman, *Holland*
5	10'47"72	Gary Carney, *Newcastle-upon-Tyne*

YOSHI'S ISLAND

1	9'21"76	Warren 'Big Woz' Bright, *Oxford*
2	9'42"12	John Jehan, *Jersey*
3	9'51"60	Chris Webb, *Gloucester*
4	9'54"68	Raymond Wegman, *Holland*
5	11'03"28	Karl von der Luehe, *Surrey*

BOO VALLEY

1	10'05"72	Warren 'Big Woz' Bright, *Oxford*
2	10'34"00	John Jehan, *Jersey*
3	10'39"08	Chris Webb, *Gloucester*
4	10'52"72	Raymond Wegman, *Holland*
5	11'44"36	Gary Carney, *Newcastle-upon-Tyne*

MARIO'S STAR

1	9'24"20	Warren 'Big Woz' Bright, *Oxford*
2	10'08"00	John Jehan, *Jersey*
3	10'09"48	Chris Webb, *Gloucester*
4	10'18"24	Raymond Wegman, *Holland*
5	11'54"76	Thomas Grandjean, *Switzerland*

Ridge Racer 64

RACE RECORDS



RIDGE RACER NOVICE

1	0'56"780	Thomas Hower, *Denmark*
2	0'56"920	Kieran Warden, *Co. Galway*
3	0'57"320	Jan-Erik Spangberg, *Sweden*
4	0'59"880	Stephen Cairns, *Edinburgh*
5	1'03"660	Matthew Sexton, *Bedford*

REVOLUTION NOVICE

1	1'36"380	Jan-Erik Spangberg, *Sweden*
2	1'41"300	Kieran Warden, *Co. Galway*
3	1'46"460	Ashley Wright, *Ilkley*
4	1'46"820	Thomas Hower, *Denmark*

RENEGADE NOVICE

1	1'22"440	Jan-Erik Spangberg, *Sweden*
2	1'25"320	Kieran Warden, *Co. Galway*
3	1'40"620	Ashley Wright, *Ilkley*
4	1'40"660	Thomas Hower, *Denmark*

REVOLUTION INTERMEDIATE

1	2'11"840	Jan-Erik Spangberg, *Sweden*
2	2'27"040	Kieran Warden, *Co. Galway*
3	2'35"020	Ashley Wright, *Ilkley*
4	3'02"360	Mark Armitage, *Essex*
5	4'10"760	Thomas Hower, *Denmark*

RENEGADE INTERMEDIATE

1	1'37"080	Jan-Erik Spangberg, *Sweden*
2	1'48"400	Kieran Warden, *Co. Galway*
3	2'00"160	Thomas Hower, *Denmark*

RIDGE RACER EXPERT

1	2'11"580	Jan-Erik Spangberg, *Sweden*
2	2'22"720	Kieran Warden, *Co. Galway*
3	2'26"280	Ashley Wright, *Ilkley*
4	2'29"560	Thomas Hower, *Denmark*

REVOLUTION EXPERT

1	2'33"120	Jan-Erik Spangberg, *Sweden*
2	2'54"400	Kieran Warden, *Co. Galway*
3	3'00"860	Ashley Wright, *Ilkley*
4	3'01"080	Thomas Hower, *Denmark*

RENEGADE EXPERT

1	2'20"160	Jan-Erik Spangberg, *Sweden*
2	2'36"560	Kieran Warden, *Co. Galway*
3	2'53"580	Ashley Wright, *Ilkley*
4	2'55"740	Thomas Hower, *Denmark*

RIDGE RACER EXTREME

1	2'02"660	Jan-Erik Spangberg, *Sweden*
2	2'12"080	Kieran Warden, *Co. Galway*
3	2'17"800	Stephen Cairns, *Edinburgh*
4	2'28"360	Thomas Hower, *Denmark*

How to enter

Remember, you need to send in a photo or video for your effort to be confirmed. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached, with all of the aforementioned information easily legible.
Pack up your bits and send them all to:
I'm the Best, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

Smash Bros

BONUS 1 TIMES



MARIO

1	10"05	Jan-Erik Spangberg, *Sweden*
2	10"30	Phil Hughes, *Merseyside*
3	10"70	Jonathan Rydstrom, *Sweden*
4	11"83	Hamid Momatash, *Gateshead*
5	11"85	Ben Rumsby, *Bristol*

DONKEY KONG

1	12"80	Phil Hughes, *Merseyside*
2	12"85	Jan-Erik Spangberg, *Sweden*
3	14"13	Hamid Momatash, *Gateshead*
4	14"21	Ben Rumsby, *Bristol*
5	14"37	Tom Donoughue, *Cambs*

YOSHI

1	17"93	Phil Hughes, *Merseyside*
2	19"39	Hamid Momatash, *Gateshead*
3	19"59	Jan-Erik Spangberg, *Sweden*
4	19"71	Ben Rumsby, *Bristol*
5	19"83	Tom Donoughue, *Cambs*

KIRBY

1	17"77	Phil Hughes, *Merseyside*
2	18"65	Hamid Momatash, *Gateshead*
3	19"95	Jan-Erik Spangberg, *Sweden*
4	20"95	Ben Rumsby, *Bristol*
5	20"97	Chris Grant, *Inverness*

LINK

1	16"23	Phil Hughes, *Merseyside*
2	16"69	Jan-Erik Spangberg, *Sweden*
3	17"63	Hamid Momatash, *Gateshead*
4	17"80	Jonathan Rydstrom, *Sweden*
5	19"23	Tom Rumsby, *Bristol*

FOX

1	12"23	Phil Hughes, *Merseyside*
2	13"75	Jan-Erik Spangberg, *Sweden*
3	13"87	Hamid Momatash, *Gateshead*
4	13"95	Ben Rumsby, *Bristol*
5	14"05	James Wood, *Cumbria*

PIKACHU

1	10"30	Phil Hughes, *Merseyside*
2	10"80	Hamid Momatash, *Gateshead*
3	10"81	Jan-Erik Spangberg, *Sweden*
4	11"01	David Marsland, *Cheshire*
5	11"47	Luke Brown, *Worcester*

BONUS 1 TOTAL TIME

1	2'54"28	Phil Hughes, *Merseyside*
2	3'10"94	Jan-Erik Spangberg, *Sweden*
3	3'19"55	Hamid Momatash, *Gateshead*
4	3'24"50	Ben and Tom Rumsby, *Bristol*
5	3'37"40	Jonathan Rydstrom, *Sweden*

BONUS 2 TOTAL TIME

1	4'49"91	Phil Hughes, *Merseyside*
2	5'49"88	Hamid Momatash, *Gateshead*
3	5'56"63	Ben and Tom Rumsby, *Bristol*
4	6'35"21	Matthew Sexton, *Bedford*

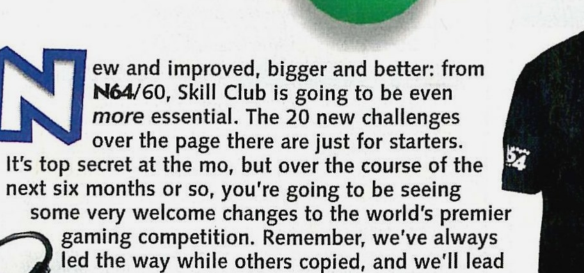
ONE MONTH TO GO! ALL-NEW SKIL

In association with





New games, new rules, new Skill Club... one month and counting...



skill club MILLENNIUM

NEW! 2001

New and improved, bigger and better: from **N64**/60, Skill Club is going to be even *more* essential. The 20 new challenges over the page there are just for starters. It's top secret at the mo, but over the course of the next six months or so, you're going to be seeing some very welcome changes to the world's premier gaming competition. Remember, we've always led the way while others copied, and we'll lead the way again – just make sure you're around.

If you're new to Skill Club, this is how it works: there are 20 challenges overleaf. Choose which ones you want to complete, then send us photo or video evidence as proof, as well as the form provided. (For this month, we'll accept separate pieces of paper with your completed challenges on.)

Those who make the grade will get a neat Skill Club 2001 certificate, plus a precious **N64** pin badge. Gold-level padmeisters get a Gamester Advanced Controller or a Gamester Tremor Pak with 1Mb memory, too (tell us which you'd like), while tenants of the exclusive Platinum Club get to clothe themselves in limited-edition **N64** T-shirt. For a more detailed explanation, see 'The rules' just over there.

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 for Platinum. And if you manage all 20, we'll rustle up something extra special...*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL (UK or Australian) or NTSC (US or Japanese) copies of the game, but if you opt for NTSC you'll have to achieve the faster of the two listed times for* Mario Kart.
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts, codes and doctored digital camera shots. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. Make it into the Bronze league first, then later you can send us further proof to elevate yourself to a loftier position. Bonzer.*
- *Bronze, Silver, Gold and Platinum leagues will be published in a future edition of* **N64**.
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA. With a digicam, use a slow shutter speed.

Taking videos

1. *Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.*
2. *Connect the 'Signal Out' socket on your video to your TV and turn both on.*
3. *Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
4. *Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
5. *Complete your challenge and get to the appropriate result screen.*
6. *Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.*
7. *Repeat steps 5 and 6 according to the number of challenges you're attempting.*
8. *Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.*

GET PLAYING! GET PLAYING! GET PLAYING!

New Skill Club: what you need to know...

- **The 20 new challenges opposite will form the basis for Skill Club Next Gen, the all new Skill Club. Entries should be in before 10th August for inclusion in issue 60 – so get playing now!**
- **Skill Club Next Gen will feature a brand-new structure and some amazing new prizes, as well as Skill Club's famed certificates of achievement.**
- **If you need a form to enter, check out the last issue of N64. Alternatively, for the first month only we'll accept a separate piece of paper with your completed challenges listed.**



challenge A — F-Zero X



What you must do: Beat a time of 1'50" on Port Town 2.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The free Double Game Guide+ stuck to issue 22 should provide you with all the help you need.

challenge B — ISS 2000



What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: Tips ahoy in the DGG+ attached to issue 49, *and* the 'Best of 2000' book that came free with issue 51.

challenge C — Battle for Naboo



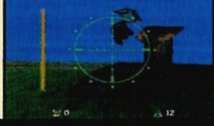
What you must do: Earn Gold Medals on all 18 levels – that includes the three secret missions.
Proof: A photo of the player select screen, showing how many medals you've collected.
Helpful tips: Why, there was a DGG+ free with **N64**/57.

challenge D — Super Mario 64



What you must do: Beat 0'13" on the Princess' Slide.
Proof: A photo of your time at the finish line.
Helpful tips: For a massive shortcut, press Z and B just before you hit the slide – then, after the tunnel, leap left over the wall and use B to bellyflop onto the track below. Yikes.

challenge E — Conker's Bad Fur Day





What you must do: Score 10 headshots against CPU-controlled Frenchies in the Beach multiplayer scenario.
Proof: A photo of the final stats screen, showing your score.
Helpful tips: No multiplayer tips as such, but try the walkthroughs in issues 54 and 55 for general advice.

challenge F — Lylat Wars

What you must do: All rings and 70 hits on the Training mode, *before* entering the all-range mode arena.
Proof: Pause the game as you pass through the final ring and take a photo.
Helpful tips: **N64**/8's free poster, or the DGG+ on issue 13.

challenge G — Quake II



What you must do: Beat 1'10" on Twists.
Proof: A photo of the stats screen, please, which pops up as soon as you finish the level.
Helpful tips: All manner of tips are to be found in **N64**/33.

challenge H — Wave Race 64



What you must do: Beat a score of 66,000 on Stunt Mode at Dolphin Park.
Proof: A photo of the stats screen, showing your score.
Helpful tips: **N64**/2's your man, along with the torrent of tips featured in the DGG+ stuck to the front of issue 14.

challenge  I — Ridge Racer 64



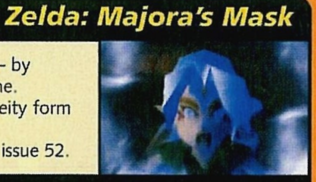
What you must do: Beat a race time of 1'10" on Ridge Racer Novice.
Proof: A photo of the records screen.
Helpful tips: Mark demonstrated the perfect Ridge Racer Novice lap in **N64**/41. Get to it!

challenge J — Mario Kart 64



What you must do: Beat a time of 2'20" (PAL) or 2'09" (NTSC) on Bowser's Castle.
Proof: A picture of the records screen, showing your time.
Helpful tips: Try the unnervingly helpful review in issue 4, the tips in issue 5, or the DGG+ attached to issue 13.

challenge K — Zelda: Majora's Mask



What you must do: Win the Fierce Deity's mask – by collecting all the other masks, then finishing the game.
Proof: An in-game photo, showing Link in Fierce Deity form (you'll need to be in a boss arena).
Helpful tips: A handy book on **N64**/50, and tips in issue 52.

challenge L — GoldenEye 007



What you must do: Survive the Cradle on 00 Agent for 15 minutes.
Proof: A photo of the Mission Complete screen, clearly showing your time.
Helpful tips: Tips in **N64**/10, plus the DGG+ from issue 12.

challenge M — Perfect Dark



What you must do: Unlock all the cheats. That's a grand total of 43 cheats for you to collect…
Proof: Photographs of all the cheat menus – six in all.
Helpful tips: Tips in issues 44, 45 and 46, and the book that came bundled with issue 46.

challenge N — Banjo-Tooie



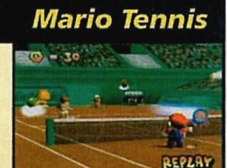
What you must do: Collect all 90 jiggies.
Proof: A photo of the information contained in the game's pause screen.
Helpful tips: Everything you need to know is wrapped up in the book given away free with issue 55.

challenge O — Tony Hawk's Skateboarding



What you must do: Unlock Officer Dick by collecting all thirty tapes and winning every medal.
Proof: A photo of *Tony*'s Character Select screen with Dick clearly visible.
Helpful tips: Alan fashioned a full guide in **N64**/42.

challenge P — Mario Tennis



What you must do: Complete the horrifyingly difficult Planet Cup with all 16 characters.
Proof: A photo of the Player Select screen showing the CPU difficulty as 'Intense' (unlocked after doing the challenge.)
Helpful tips: Check out Dr Kitts' DGG+, as seen on issue 48.

challenge Q — The World is Not Enough



What you must do: Finish the game on 00 Agent difficulty.
Proof: A photo of the multiplayer select screen, clearly showing 'Golden Gun Mode' (which is unlocked when you complete *TWINE* on 00 Agent).
Helpful tips: Tips in issue 50, plus the DGG+ with issue 52.

challenge R — WWF No Mercy

What you must do: Defeat at least 100 opponents in Survival mode.
Proof: A photo of the final stats screen, showing your wins.
Helpful tips: A splendid tips guide in issue 50, and the DGG+ taped to the cover of **N64**/52.

challenge S — Super Smash Bros



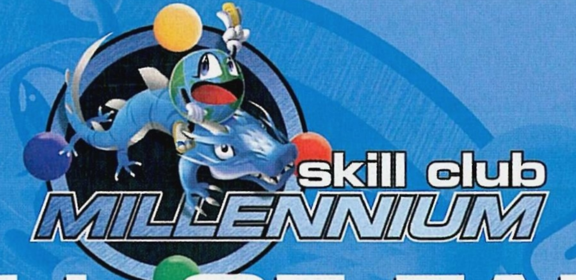
What you must do: Finish the game with a score of more than 1,000,000 points.
Proof: A photo of the Character Select screen – hold the glove over your character to display the high score.
Helpful tips: Issue 37's guide lays bare the scoring system.

challenge T — Excitebike 64



What you must do: Unlock *Excite-3D* – which is done by winning the final Challenge Pro championship.
Proof: A photo of the Special Tracks Select screen.
Helpful tips: Stuck to the front of issue 57 was a DGG+ overflowing with *Excitebike 64* tippery.

GO! GO!



HALL OF FAME

PLATINUM Club

complete 14 challenges

Anthony Woods, *Wolverhampton*
Matthew Hall, *Ruislip*
Richard Milham, *Wolverhampton*
David Cittern, *Middlesex*
Andrew McGrae, *Southport*
Matthew Weston, *Nottingham*
Dan Masters, *Australia*
Gary Brawn, *Cheshire*
Justin Badger, *Wolverhampton*

SILVER Club

complete 7 challenges

Jamie Chambers, *Cheshire*	*A,D,E,H,K,L,P*
Mike Richards, *Westbury*	*B,G,H,L,N,R,S*
Martin Flynn, *Kent*	*D,J,K,L,M,N,R*
Alex McIver, *Edinburgh*	*A,C,D,L,M,N,S*
Lorne Tietjen, *Woking*	*D,E,F,H,I,J,O*
Riki Taylor, *New Zealand*	*C,G,I,K,N,R,S*
Stephen Woods, *Lanarkshire*	*A,C,D,E,G,J,L*
The Alliance (c/o Richard Granville), *Bridgend*	*C,G,L,N,P,R,S*
Colin White, *Derbyshire*	*G,H,J,L,N,R,S*
Simon Nash, *Watford*	*H,L,N,P,R,S,T*
Georgio Venturino, *Italy*	*C,E,L,N,Q,R,S*
Scott Houston, *Co. Antrim*	*D,F,I,K,L,N,R,S*
James McDermott, *Australia*	*C,E,G,I,L,N,Q,R*
Andrew Simmonds, *Waterlooville*	*A,B,E,G,J,L,N,P,S*

GOLD Club

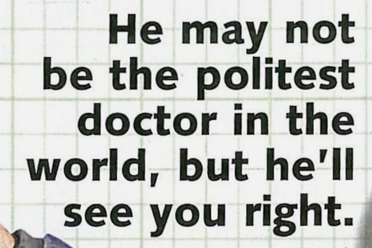
complete 10 challenges

Gary Carney, *Newcastle-Upon-Tyne*	*A,C,D,G,K,L,O,P,R,S*
Jonathan Bird, *Suffolk*	*C,E,G,I,J,N,O,P,Q,R*
Craig Silcocks, *Trowbridge*	*B,C,D,G,H,J,L,N,R,S*
Ben Wells, *Suffolk*	*C,E,G,I,J,N,O,P,Q,R*
Jamie Hobbs, *Thetford*	*A,D,E,J,K,M,N,P,R,S*
Chris Caufield and Sam Moorhouse, *Halifax*	*C,G,K,L,N,P,Q,R,S,T*
Jan-Erik Spangberg, *Sweden*	*A,C,E,G,H,I,L,P,R,S*
Kostas A. Mitzithras, *Greece*	*B,C,H,J,L,N,P,R,S,T*
Christophe Zerathe and Thomas Grand, *Switzerland*	*C,D,I,K,L,N,P,R,S,T*
George Ransley, *Southampton*	*C,D,E,G,H,K,L,M,N,S*
Joseph and Jerry Murphy, *Co. Cork*	*A,B,C,G,H,L,N,O,R,S*
James and Tom Forward, plus Roman Moxham, *Australia*	*C,E,G,I,K,L,N,Q,R,S*
Ciaran Spence, *Co. Antrim*	*C,D,G,H,I,J,L,M,Q,T*
Joel Fuller, *Australia*	*C,D,E,G,H,I,K,L,N,P,R,S*

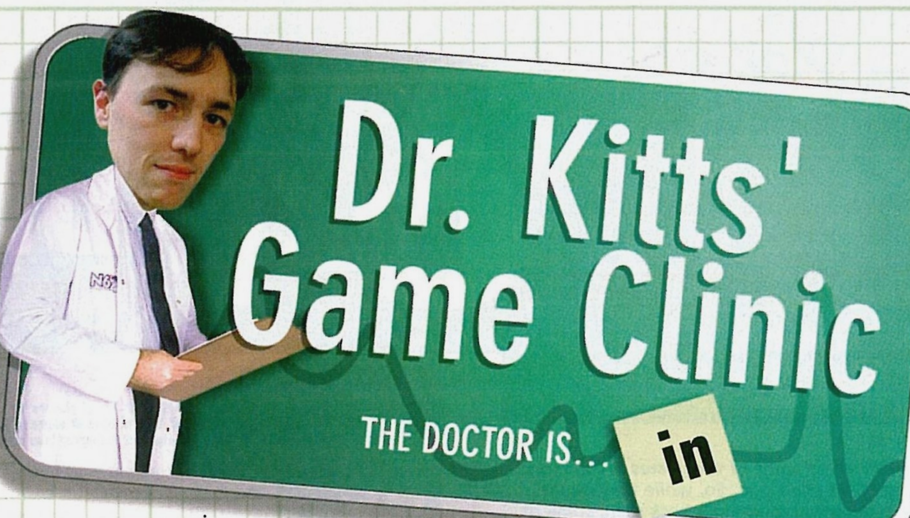
BRONZE Club

complete 3 challenges or more

Stefan Charles, *Dorchester*	*L,N,S*
Ben Cook, *Shoreham-by-Sea*	*D,L,R*
Lorenz Pasch, *London*	*B,L,P*
Damien Plumb, *Cambridge*	*L,N,P*
Jonathan Walker, *West Midlands*	*K,R,S*
Christopher Simon Davies, *Walsall*	*B,H,P*
William Clifton, *Newcastle-upon-Tyne*	*L,Q,S*
Anders Tonsberg, *Norway*	*L,P,S*
Christopher Fennelly, *London*	*L,R,S*
Matthew Wilkins, *Malmesbury*	*A,G,K*
Matthew Sexton, *Bedford*	*C,P,S*
Janne Kaitila, *Finland*	*D,R,S*
James McGuigan, *Co. Armagh*	*L,P,R*
Hedley Gabriel, *Essex*	*L,N,S*
James Talbot-Hammond, *Farnham*	*C,R,S*
Chris Lowe, *Tyne & Wear*	*A,L,R*
Morten Tronstad, *Norway*	*N,R,S*
Daniel McGarrigle, *Ireland*	*L,N,R*
Thomas Beesley, *Burton-on-Trent*	*C,R,S*
James Fowler, *Staffs*	*N,R,S*
Alexander Davies, *Wales*	*L,R,S*
Ciarán O'Mara, *Dublin*	*C,R,S*
Adam Bull, *Leeds*	*E,P,R*
Matthew Hart, *Holland*	*C,L,S*
Simon Hynard, *Norwich*	*C,P,R*
Michael Oakes, *Nantwich*	*C,Q,R*
Stewart McIver, *Edinburgh*	*C,N,S*
Neil Coffey, *East Kilbride*	*N,P,S*
Mark Hall, *Newport*	*E,L,S*
Martyn Cook, *Ayrshire*	*C,K,S*
Karl von der Luehe, *Surrey*	*B,P,S*
John Calderon, *Lanarkshire*	*G,R,S*
Ben Wilkins, *Australia*	*C,H,L*
Martin Gore, *Dublin*	*N,P,S*
Stephen Hibbs, *London*	*L,R,S*
Ian Calderwood, *Harpenden*	*E,L,T*
Nader Kohbodi, *Anglesey*	*B,P,S*
Bobby Matthews, *Kingston-upon-Thames*	*C,L,S*
John Burke, *Bromley*	*H,N,P*
Alex Hellowell, *St Albans*	*K,L,S*
Andrew McQuillan, *Australia*	*C,N,R*
Tim Witney, *Essex*	*L,N,O*
Chris Eaves, *Newport Pagnell*	*L,S,T*
Mark Timlin, *Sunderland*	*J,K,S*
David Morris, *Merseyside*	*B,G,L*
David Coleman, *Ireland*	*E,G,S*
Stuart Barrett, *Manchester*	*C,N,P*
Nicole Thiele, *Australia*	*K,N,S*
Leigh Chambers, *Warrington*	*D,K,L*
John Gallagher, *Ayrshire*	*A,L,S*
Matthew Prior, *Norfolk*	*N,Q,R*
James Broyd, *Surrey*	*H,J,S*
David King, *Kent*	*N,P,S*
Steve Wilkes, *Oxfordshire*	*E,R,S*
Tom Magee, *BFPO 39*	*L,N,S*
Daniel and Liam Allsworth, *Oxford*	*G,P,R*
Marcus Lindberg, *Dubai*	*H,J,S*
Joe Ward, *Kent*	*I,N,P*
B Thomson, *Edinburgh*	*G,K,R*
Gary Bromham, *Swansea*	*C,K,L*
Daniel Mitchell, *East Sussex*	*L,R,S*
David Jedrzejewski, *Australia*	*K,L,S*
Christian Lindsay-Smith, *Tamworth*	*B,L,P*
John Kilfeather, *Co. Kildare*	*H,N,T*
Tara Tietjen, *Woking*	*F,H,I,J*
David Conroy, *Accrington*	*C,N,R,S*
Matthew Li Kam Wa, *Lancashire*	*C,F,L,S*
Ruben Larsen, *Norway*	*I,K,N,R*
Bent Eigil Sumelius, *Norway*	*A,B,C,H*
Sheldon Marsh, *Somerset*	*C,F,N,S*
Dylan Foale, *Devon*	*C,L,M,R*
Kasper Bruun, *Denmark*	*C,G,L,Q*
Turo Halinen, *Finland*	*C,D,R,S*
Chris Scott, *London*	*G,L,P,R*
Matt Swales, *Australia*	*L,P,R,S*
Luke Wilson, *Stourport-on-Severn*	*L,P,S,T*
Anthony Coombes, *Bridgwater*	*E,G,L,Q*
James O'Leary, *London*	*C,E,G,L*
Raymond Wegman, *Holland*	*P,Q,R,S*
Kimmo Kartasalo, *Finland*	*C,N,R,S*
Michael Rose, *Manchester*	*K,L,N,S*
Guy Taylor, *Peterborough*	*J,K,L,R*
Patrick King, *Coventry*	*C,K,L,S*
Michael Wakely, *Exeter*	*D,L,R,S*
Alicia Thompson, *Sheffield*	*A,B,C,L,O*
Chris Bartlett, *Kent*	*A,D,J,L,S*
Daniel Nolan, *London*	*K,L,P,R,S*
David Ainscough, *Australia*	*L,P,R,S,T*
Chris Richards & Michael Petch, *Doncaster*	*C,G,K,L,S*
David Furness, *Edinburgh*	*C,G,K,L,P*
Stephen Larner, *Stoke-on-Trent*	*C,N,O,Q,R*
Peter Bottomley, *Cheshire*	*J,L,N,O,R*
Peter Barrett, *Co. Armagh*	*F,I,L,P,R*
Richard Kelly, *Yorkshire*	*B,G,L,O,Q*
Robin Bradley, *Basingstoke*	*I,J,K,L,N*
Owen Flanders, *Worlingham*	*J,L,N,O,S*
Iain Smith, *Staffordshire*	*C,H,J,L,P*
James Bachellier, *Paignton*	*B,L,P,R,S*
Simon Johanssen, *Sweden*	*A,E,L,N,P,R*
Richard Jenkins, *Scotland*	*B,C,H,K,L,R*
Mark Poulter, *Warrington*	*C,H,J,L,N,S*



He may not be the politest doctor in the world, but he'll see you right.



Dr. Kitts' Game Clinic

THE DOCTOR IS... in

Dr Kitts,
In *Perfect Dark*, I can't find the Psychosis gun. How do I get hold of it, eh?
Laurence Sainsbury, York

Dr Kitts scowls and smacks his cane on the desk...
Easy one. So easy, in fact, you'll quite rightly kick yourself when you find out. The gun can be picked up right at the beginning of the Maian SOS level. Kill the first scientist and head through the door – the Psychosis gun is on the table to your right, in front of the second guard.



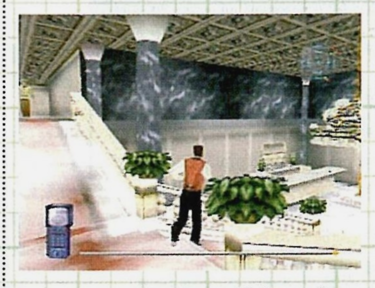
Dr Kitts,
In *Rush 2049* I have all the coins apart from two gold ones hidden on Haight. I've looked at your maps in issue 49, and I think they're the ones before the Golden Gate park area. But no matter where I look, I can't find them.
Matthew Watson, Cardigan.

Dr Kitts howls as he handbrake turns his car on the local cricket pitch...
Hmm. Fair enough, Matthew – this one's nasty. Straight from the starting line, head towards the big white building in the park. Stop just before you reach it and turn left – you should see a ramp heading down to what looks like a dead end. The coins you want are behind that wall. To nab them, you'll need to use the little wall in front to tip your car onto two wheels, so that you can fit through the gap vertically. Just keep trying over and over, and eventually you'll squeeze through. With a little luck.

Dr Kitts,
Aaaargh! No matter how hard I try, I can't get to the hidden tape in the Mall in *Tony Hawk's Skateboarding*. Help me before I go crazy!
Alex Cole, Swansea

Right then, here's one way that works. Make your way down the starting ramps, smash through the glass and keep right. Head to by the car, all the while gaining as much speed as you can. Now, I suggest ignoring the set of two tempting jump ramps and instead grinding along the top of the adjacent low wall. When you reach its end, ollie over onto one of the suspended strip lights – grind along until you see the tape between the two strips, then just as you near it, ollie onto the parallel rail to grab the tape. If you're using this route but are still inept, try coming back for that particular tape later, when your skater has better stats. Next!

Dr Kitts,
I can't complete the third level – Embassy Function – on *Mission: Impossible*. Please help.
Alec Hutchinson, Chester



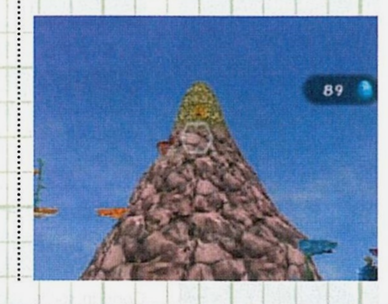
Dr Kitts winches himself down from the ceiling...
Here are the basics for the level. After talking to Sarah Davies, look for the grey squares on the floor and place a smoke generator there. Put two more on the vents by the stairs in the main area (near the piano).

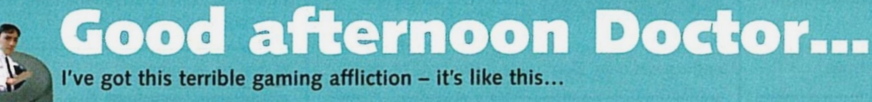
Now talk to the piano player, head over to the bar and grab the poison and mixer. After the quiz about being a film star, search the man's chair to find the music score. Now talk to Sarah again and take note of the woman in red – she needs to be killed in the bathroom with the blowpipe. Now give the music to the pianist and use the poison drink on the ambassador. Place the last smoke generator on the vent upstairs and make good your escape.

Dr Kitts
In *Banjo-Tooie*, I can't seem to find the last two Jiggys in Cloud Cuckooland. Where are they, please?
Chloe West, Gateshead

Dr Kitts is ejected from the florist's, covered in honey...
For the ninth and tenth Jiggys in Cloud Cuckooland, you'll need to morph into a bee. For Jiggy number nine, find a Jiggyum Eye-Ball plant and destroy it by shooting at it. The Jiggy inside will pass to another plant; destroy that too. Repeat twice more and the Jiggy will be yours.

As for the tenth Jiggy, fly to the top of the mountain and shoot the target there to open up the hive. Inside is the Zubba shooting game. If you win, you'll get that last Jiggy. N





Got a gaming query?

Doesn't matter how small or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to: Dr Kitts' Game Clinic, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

cut out and send



Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...

My name is ....

and I live at ....

....

....

..............................Postcode ....

Club 64 DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

We reviewed some of the games in Directory over FOUR years ago. So, while they might have deserved their mark back then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now, rated out of five.

It's super-easy to see whether the game in question got a Star Game award (85% or over). If it did, we recommend you buy it!

SOCKS AND SANDALS 64

3% 1 — Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



Summer's here, and your task is to see how long you can defy style conventions by wearing socks under your open-toed footwear. Will the pressure from everyone around get too much and force you to concede that it's the fashion equivalent of kissing a dead salmon?

TOP TIP *There's a secret sub-game based at the beach, but it's only unlocked in the unlikely event that you go 24 hours without anyone asking if you're actually someone's dad.*

This panel includes handy info, like whether a game uses a Rumble, Controller or Expansion Pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if a title's good.

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell
GE	Geraint Evans

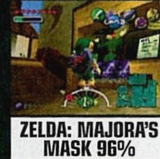
HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.

1 
ZELDA: OCARINA OF TIME 98%

2
PERFECT DARK 96%

2 
MARIO 64 96%

2 
ZELDA: MAJORA'S MASK 96%

5 
TUROK 2 95%

UK Game releases

40 WINKS
71% 2 — GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING
89% 4 — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE
31% 0 — Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT
58% 1 — Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE
10% 0 — ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

AIDYN CHRONICLES
60% 3 — THQ ● £40 ● 1 player ● controller pak ● expansion pak ● Issue 55 ● AM

Slow-moving, traditional medieval RPG with a curious combat system. Average.

ALL-STAR BASEBALL
84% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000
80% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS
68% 3 — Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES
76% 2 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES
67% 2 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64
53% 2 — Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI
67% 2 — Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE
92% 5 — Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA



Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.



TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BANJO-TOOIE
81% 4 — Rare ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 54 ● MG

Rare's beautiful brand of platforming is looking slightly old hat these days…

BATMAN OF THE FUTURE
16% 1 — Ubi Soft ● £30 ● 1 player ● rumble pak ● no save ● Issue 49 ● AM

Lamentably retro sideways-scrapper that's over before it's begun.

BATTLETANX
74% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT
81% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE
73% 3 — Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING
81% 4 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 27 • MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS
76% 3 GT • £40 • 1/2 players • rumble pak • on cart • Issue 20 • JA

Looks excellent but shallow gameplay.

BLAST CORPS
88% 5 Nintendo/Rare • £20 • 1 player • on cart • controller pak • Issue 5 • JS



One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BLUES BROTHERS 2000
28% 0 Titus • £40 • 1/2 players • rumble pak • controller pak • Issue 46 • AM

About as bad as the movie. Purchase at your peril.

BODY HARVEST
91% 4 Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW



Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.



Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.

BOMBERMAN 64
50% 1 Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO
66% 2 Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE
70% 2 Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2
80% 4 Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3
82% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been, except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64
8% 0 SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA
81% 3 Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS
75% 3 Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS
67% 3 Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST
70% 2 Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2
55% 1 Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY
52% 3 Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK
81% 3 GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓
24% 0 Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER
75% 3 Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CONKER'S BAD FUR DAY
89% 5 THQ • £60 • 1-4 players • rumble pak • on cart • Issue 53 • GE



Shoddy in places, but crude jokes, smooth play, movie spoofs and a top multiplayer make it unputdownable.

TOP TIP *Missing some moolah? Try the top of the tower near the swearing cog.*

CRUIS'N USA
24% 0 Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD
38% 0 Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF
72% 3 EA • £40 • 1/2 players • rumble pak • controller pak • Issue 40 • TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA
67% 3 Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB

Very average *Quake*-clone with RPG titbits.

DARK RIFT
69% 1 Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY
65% 3 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING
90% 4 Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA





A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN
35% 0 Activision • £40 • 1 player • rumble pak • controller pak • Issue 40 • MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

WRETCHED

The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...

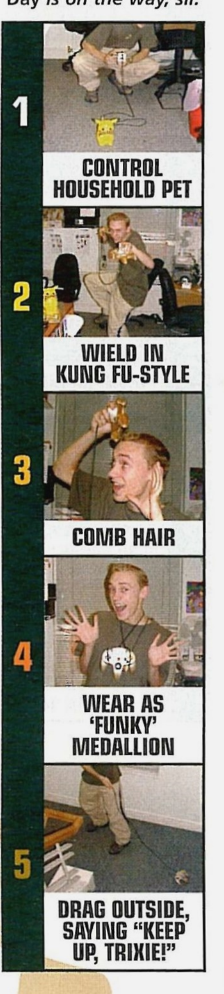




GO! GO!

WINNER!

Lucky old James Knight from Dorset. He's sent in a quite titlating chart of five things to do with your controller. Apart from playing games with it, that is. A copy of Conker's Bad Fur Day is on the way, sir.



DONALD DUCK QUACK ATTACK

69% 2 — Ubi Soft • £40 • 1 player • controller pak • expansion pak • Issue 49 • GE

Simple platformer executed reasonably well. Er, and that's about it.

DONKEY KONG 64

93% 5 — Rare • £60 (with exp pak) • 1-4 players • rumble pak • expansion pak • Issue 36 • MG



It's *Banjo-Kazooie+*, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64

77% 2 — GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES

50% 0 — Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUCK DODGERS

75% 3 — Infogrames • £40 • 1/2 players • rumble pak • on cart • Issue 47 • MG

Let down by a duff camera, but otherwise a surprisingly decent Warner Bros platformer.

DUKE NUKEM 64

85% 3 — GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW




A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.



TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM: ZERO HOUR

90% 4 — GT • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 28 • MG




A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D

68% 3 — Virgin • £40 • 1 players • controller pak • rumble pak • Issue 35 • JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION

80% 2 — Acclaim • £40 • 1-4 players • controller pak • rumble pak • expansion pak • Issue 39 • MG

Fun rasslin', rubbish licence, dull characters.

EXCITEBIKE 64

90% 5 — Nintendo • £45 • 1-4 players • controller pak • rumble pak • expansion pak • Issue 56 • AM




Delicious handling, top tracks and a heap of extras make this easily one of the finest racers on N64.

TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

EXTREME G

87% 2 — Acclaim • £30 • 1-4 players • rumble pak • controller pak • Issue 9 • TW




Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)

85% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • JB




XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 RACING CHAMPIONSHIP

72% 3 — Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 47 • MK

Decent, realistic racer, but doesn't quite match the splendour of *F1WGP*.

F1 POLE POSITION

71% 1 — Ubi Soft • £25 • 1 player • controller pak • Issue 7 • JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP

93% 5 — Nintendo/Paradigm • £30 • 1/2 players • rumble pak • on cart • Issue 20 • JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2

72% 3 — Nintendo • £40 • 1/2 players • rumble pak • on cart • expansion pak • Issue 32 • JA

There's not enough new here.

FIFA 64

39% 0 — EA • £25 • 1-4 players • controller pak • Issue 2 • TW

Like a rash. Only not as enjoyable.

FIFA '98

83% 2 — EA • £30 • 1-4 players • controller pak • Issue 10 • TW

There's promise here. Not perfect, but better.

FIFA '99

83% 3 — EA • £40 • 1-4 players • controller pak • rumble pak • Issue 26 • TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY

86% 4 — Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 13 • JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.

TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE

26% 1 — Crave • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON

73% 2 — Interplay • £40 • 1/2 players • controller pak • rumble pak • Issue 27 • TW

Fairly enjoyable but instantly forgettable.

FORSAKEN

87% 4 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 16 • MK




A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X

91% 5 — Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 22 • JP



The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!

47% 1 — Konami • £50 • 1/2 players • rumble pak • controller pak • Issue 22 • TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS

81% 4 — Midway • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO

22% 0 Crave • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO

59% 1 GT • £50 • 1 player • rumble pak • controller pak • Issue 21 • JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER

83% 4 Hasbro • £50 • 1 player • rumble pak • on cart • Issue 21 • MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2

69% 2 Konami • £40 • 1/2 player • rumble pak • on cart • Issue 29 • JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007

94% 5 Nintendo/Rare • £50 • 1-4 players • rumble pak • on cart • Issue 9 • TW




Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.



TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out **N64**/12 and 14 in particular.*

GT 64

67% 0 Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 17 • TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HERCULES THE LEGENDARY JOURNEYS

66% 2 Titus • £40 • 1 player • rumble pak • controller pak • Issue 48 • AM

Fairly good *Zelda* clone, but with nowhere near as much depth. Shame.

HEXEN

69% 0 Midway • £30 • 1-4 players • controller pak • Issue 5 • JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY

71% 2 Konami • £50 • 1 player • controller pak • Issue 23 • MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS

61% 3 EA • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% 3 Konami • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 33 • JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER

84% 4 Midway • £40 • 1-4 players • rumble pak • controller pak • Issue 39 • JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS

56% 0 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 Take 2 • £40 • 1 player • rumble pak • on cart • Issue 34 • JB

A comprehensive package of all things angling.

INDIANA JONES AND THE INFERNAL MACHINE

81% 4 THQ • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 55 • JB

A highly enjoyable *Tomb Raider*-alike that relies a bit too heavily on dull platforming conventions.

INTERNATIONAL TRACK & FIELD 2000

86% 4 Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB




Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.

TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 2000

90% 4 Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MK




Not a huge update, but *ISS 2000*, complete with an all-new career mode, is still a fantastic game.

TOP TIP *Listen to your manager's advice to keep your RPG player on top form. Rest during training, too, else you'll soon get injured.*

ISS 64

92% 3 Konami • £30 • 1-4 players • controller pak • Issue 3 • TW




An almost flawless game which could only have been bettered with the addition of real teams.



TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 Konami • £40 • 1-4 players • controller pak • Issue 20 • MK




Enhanced and updated and, now more than ever, the finest football game in the world.



TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS

53% 1 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • TW

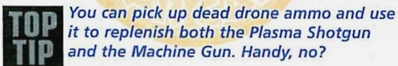
"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI

93% 5 Rare • £50 • 1-4 players • rumble pak • on cart • Issue 34 • MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.



TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KIRBY 64 THE CRYSTAL SHARDS

72% 4 Nintendo • £45 • 1-4 players • rumble pak • on cart • Issue 57 • AM

Repetitive yet oddly engaging platforming with the marshmallow blob. Just a bit too easy.

KNOCKOUT KINGS 2000

82% 3 EA • £30 • 1/2 players • controller pak • rumble pak • Issue 35 • TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 Nintendo • £30 • 1-4 players • on cart • rumble pak • Issue 24 • JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA OCARINA OF TIME

98% 5 Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB

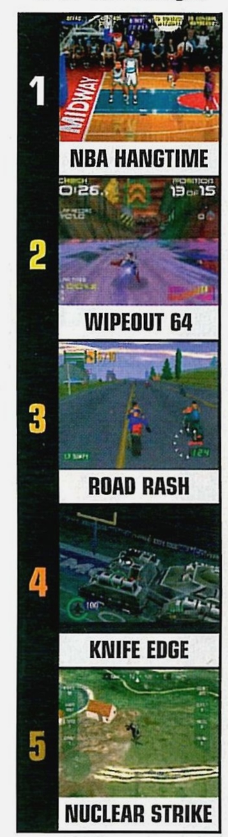


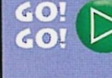

Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

TOP TIP *Check out **N64**/24 for a guide on how to complete the first dungeon.*

MOIDER!

Some game names just inspire violent thoughts, or so says Joseph Murphy from Eire about this directory chart. He's offered up five games whose titles have something to do with killing...





HUBBA HUBBA!

London's André Harrison has an eye for the ladies, so he's kindly sent in his list of the top five honeys to be seen on the N64. Roll up your tongues, gentlemen.



1 JOANNA DARK (PERFECT DARK)

2 VELA (JET FORCE)

3 HUMBA WUMBA (BANJO-TOOIE)

4 AKARI HIYAME (1080°)

5 UGA BUGA'S COMPANION (CONKER'S BFD)



LEGEND OF ZELDA MAJORA'S MASK

96% 5 — Nintendo ● £40 ● 1 player ● rumble pak ● expansion pak ● on cart ● Issue 49 ● MG




Rich and inventive, with enough intricate puzzles and heart-rending moments to blow your brain open.



TOP TIP *Smash a pot near an owl statue for a red fairy, then warp to the same statue – the red fairy's back in the pot!*

LEGO RACERS

70% 3 — Lego Media ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

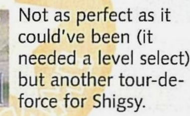
LODE RUNNER 3D

70% 3 — Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 29 ● JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5 — Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN

Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

MACE: THE DARK AGE

81% 2 — GT ● £30 ● 1/2 players ● on cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64

92% 2 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT

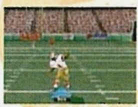



The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL '99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5 — EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK

This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE

51% 1 — Activision ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 34 ● JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● GB pak ● Issue 34 ● MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5 — Nintendo ● £30 ● 1-4 players ● controller pak ● on cart ● Issue 4 ● JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 3 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 27 ● JN



Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MARIO PARTY 2

87% 4 — Nintendo ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 42 ● MG




Not much fun on your own, but find three friends and you're in for one hell of a party.

TOP TIP *Press L while on a board to hear your character cheer.*

MARIO TENNIS

91% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● transfer pak ● Issue 47 ● MK




It's Mario. It's tennis. It's absolutely gobsmackingly ace. The multiplayer's a joy, too. Get it in!

TOP TIP *Win the Star Cup with all the characters, then hold R while selecting your player to access the Rainbow Cup.*

MICHAEL OWEN'S WLS 2000

84% 4 — THQ ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICKEY'S SPEEDWAY USA

80% 4 — Rare ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 50 ● MG

Mario Kart clone that's short on innovation, but long on thrills.

MICRO MACHINES 64 TURBO

86% 4 — Codemasters ● £40 ● 1-8 players ● rumble pak ● controller pak ● Issue 25 ● JB



Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0 — Interplay ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 26 ● TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 3 — Nintendo/Treasure ● £40 ● 1 player ● on cart ● Issue 8 ● JB



It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 — Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES

9% 0 — GT ● £Too much ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX

87% 3 — Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 27 ● JB



Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS

66% 1 — Take 2 ● £40 ● 1/2 players ● rumble pak ● Issue 33 ● JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4

84% 2 — GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY

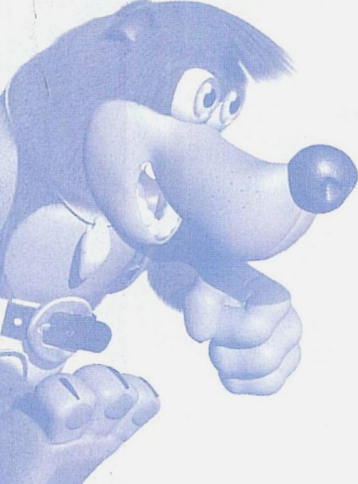
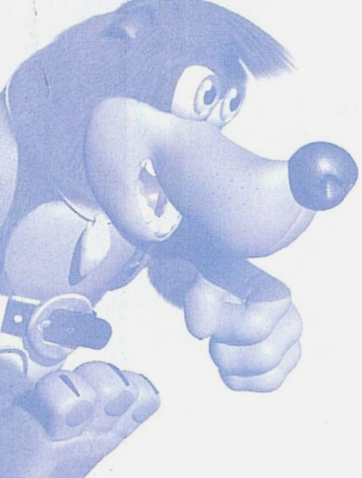
34% 0 — GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 1 ● TW

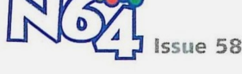
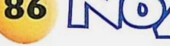
This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP

71% 1 — Ocean/Imagineer ● £30 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours.

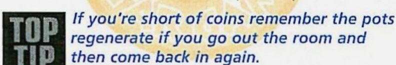



MYSTICAL NINJA

90% **4**
Konami • £50 • 1 player • controller pak • Issue 14 • TW




With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.



TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*

NAGANO WINTER OLYMPICS

32% **0**
Konami • £45 • 1-4 players • rumble pak • controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

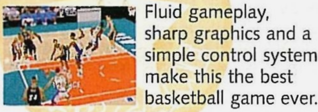
NASCAR '99

59% **0**
EA • £40 • 1/2 players • rumble pak • controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE

90% **4**
Nintendo • £20 • 1-4 players • rumble pak • controller pak • on cart • Issue 18 • MK

Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME

52% **1**
GT • £25 • 1-4 players • on cart • Issue 6 • JS

Two-on-two basketball gets very boring.

NBA IN THE ZONE 2000

69% **2**
Konami • £50 • 1-4 players • rumble pak • controller pak • Issue 44 • AM

Competent, but not as good as *NBA Courtside 2*.

NBA JAM '99

83% **2**
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000

80% **4**
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 37 • MK

Smooth passing and a top create-a-player.

NBA LIVE '99

64% **2**
EA • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

The poor man's basketball game.

NBA LIVE 2000

65% **3**
EA • £40 • 1-4 players • rumble pak • controller pak • Issue 38 • MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98

71% **1**
Konami • £40 • 1-4 players • rumble pak • controller pak • Issue 14 • JP

An enjoyable multiplayer and lots of options.

NBA PRO '99

52% **2**
Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

Painfully average.

NFL BLITZ

87% **4**
GT • £45 • 1/2 players • rumble pak • controller pak • Issue 22 • MK

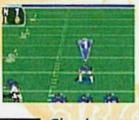



Arcade-style American football. Fast play with plenty of scraps and a customisable editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98

86% **3**
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99

90% **5**
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK




Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000

60% **2**
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MK

Duff update. Stick with last year's version.

NHL '99

74% **3**
EA • £50 • 1-4 players • rumble pak • controller pak • Issue 22 • JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY

62% **2**
Acclaim • £40 • 1-4 players • rumble pak • on cart • Issue 14 • DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99

64% **2**
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NHL PRO '99

52% **2**
Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

An above-average slice of ice-based hockey.

NUCLEAR STRIKE

82% **3**
THQ • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 39 • MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY

60% **0**
GT • £25 • 1-4 players • controller pak • Issue 15 • MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK

83% **4**
Virgin • £40 • 1-4 players • rumble pak • controller pak • Issue 41 • MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY

62% **2**
Midway • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS

58% **1**
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • MK

Slow and boring, even when it speeds up! Dump.

PERFECT DARK

96% **5**
Rare • £50 • 1-4 players • rumble pak • controller pak • on cart • expansion pak • transfer pak • Issue 42 • MK




Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

PGA EUROPEAN TOUR GOLF

80% **4**
Infogrames • £40 • 1-4 players • rumble pak • on cart • Issue 38 • MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64

89% **5**
Nintendo • £20 • 1 player • on cart • Issue 1 • TW




A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The four Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

POKÉMON PUZZLE LEAGUE

89% **5**
Nintendo • £40 • 1/2 players • on cart • Issue 52 • GE

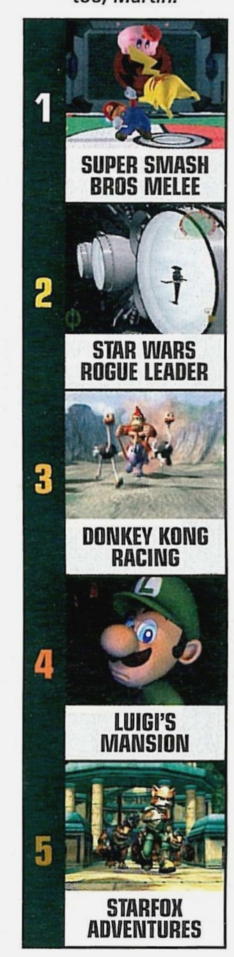


Top-notch tile-matching with those loveable monsters, and the best puzzling to be had on the N64.

TOP TIP *Press L, R and Z on both controllers to unlock all the trainers in 2P Vs mode.*

CUBED!

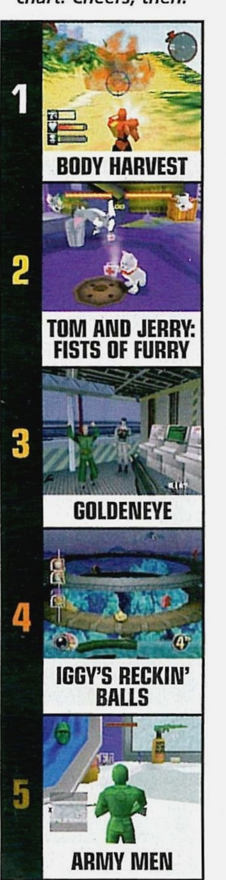
Gamecube isn't too far away – hurrah! – and Martin Nichols from Newcastle is particularly looking forward to playing the following 128-bit delights. We are too, Martin.



GO! GO!

BITS!

Strangely, Stephen Topple from Ipswich has noticed that several games have body parts in them. He's brought this to our attention with the aid of a directory chart. Cheers, then.



POKÉMON SNAP

80% 4 Nintendo • £45 • 1 player • on cart • Issue 45 • MK

Gorgeous photo-snapping safari on Pokémon Island – but only 63 monsters?

POKÉMON STADIUM

90% 5 Nintendo • £50 • 1-4 players • rumble pak • on cart • includes transfer pak • Issue 41 • MG




Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.

TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

POWER RANGERS LIGHTSPEED RESCUE

9% 0 THQ • £40 • 1/2 players • controller pak • Issue 52 • MG

Constipated puppet-men jerking their way around barren Lego-built cities. Dire.

PREMIER MANAGER 64

82% 4 Gremlin • £40 • 1 player • on cart • Issue 31 • TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64

79% 2 GT • £25 • 1/2 players • rumble pak • controller pak • Issue 15 • JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II

90% 4 Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 32 • MG




The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAINBOW SIX

87% 4 Take 2 • £40 • 1/2 players • rumble pak • controller pak • Issue 35 • TW



Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!

TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS

80% 3 Konami • £40 • 1/2 players • rumble pak • on cart • Issue 22 • MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR

54% 0 GT • £45 • 1-3 players • controller pak • Issue 16 • MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR

22% 0 Midway • £40 • 1-3 players • rumble pak • controller pak • Issue 29 • MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK

70% 2 Mindscape • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% 3 Ubi Soft • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 35 • MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE

81% 3 Midway • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2

90% 4 Virgin • £40 • 1 player • rumble pak • expansion pak • Issue 36 • MG




Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT

73% 3 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 33 • MG

Better-than-average racing game.

RIDGE RACER 64

91% 5 Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 40 • MG




Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6,000 and 7,000 for a speed start.*

ROAD RASH 64

68% 2 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Solid, entertaining but unspectacular.

ROADSTERS

80% 4 Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Not perfect, but quick. Great.

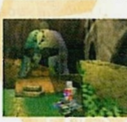
ROBOTRON 64

75% 2 GT • £50 • 1/2 players • controller pak • Issue 12 • JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS

88% 4 Ubi Soft • £40 • 1 player • rumble pak • controller pak • Issue 36 • JB

The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON

85% 4 Lucas Arts • £50 • 1 player • on cart • rumble pak • expansion pak • Issue 25 • TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

RUGRATS IN PARIS

67% 3 THQ • £40 • 1-4 players • controller pak • Issue 51 • AM

A sparse but relatively enjoyable collection of cartoony minigames for the kids.

RUGRATS TREASURE HUNT

48% 1 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 33 • MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA

73% 3 GT • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

You'll either love it or hate it.

SAN FRANCISCO RUSH

82% 3 GT • £25 • 1/2 players • rumble pak • controller pak • Issue 11 • TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tons of explosions.

SAN FRANCISCO RUSH 2049

91% 4 Midway • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 48 • GE



Super-fast, car-flipping futuristic racer with countless hours of exploration in it.

TOP TIP *Rack up 100,000 points in the stunt mode and you'll open up an excellent new arena: Disco... Get down!*

SCARS

79% 3 Ubi Soft • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SCOOBY DOO! CLASSIC CREEP CAPERS

23% 1 — THQ • £40 • 1 player • controller pak • Issue 53 • MG

Dire *Resi* rip-off that's abysmal in every sense of the word. Avoid.

SHADOWGATE 64

43% 0 — Kemco • £40 • 1 player • rumble pak • controller pak • Issue 31 • JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% 5 — Acclaim • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 32 • JB



Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.



TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE

78% 2 — Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

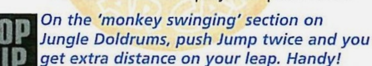
SILICON VALLEY

91% 5 — Take 2 • £50 • 1 player • on cart • Issue 22 • MK





The most original console game ever. A breathtakingly clever and supremely playable platformer.



TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS

86% 4 — Nintendo/Atlus • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA





Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK

73% 1 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first-person shooter.

SOUTH PARK CHEF'S LUV SHACK

83% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Genuinely amusing *Mario Party* rip-off.

SOUTH PARK RALLY

88% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • MG



Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER

68% 2 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: BATTLE FOR NABOO

78% 4 — THQ • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 53 • GE

Rogue Squadron for the new millennium. A tasty shooter, but just misses the mark.

STAR WARS EPISODE 1: RACER

88% 5 — Nintendo • £50 • 1/2 players • rumble pak • on cart • expansion pak • Issue 30 • MK



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000

76% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 39 • JB

More-than-passable bike sim.

SUPERMAN

14% 0 — Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% 5 — Nintendo • £50 • 1 player • on cart • Issue 1 • ZN





Everything that's made previous Mario titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 36 • MG



Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TAZ EXPRESS

27% 0 — Infogrames • £40 • 1 player • on cart • Issue 43 • AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

TETRISPHERE

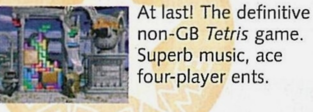
69% 2 — Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK





At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.

TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

THE WORLD IS NOT ENOUGH

88% 4 — EA/Eurocom • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 49 • MG





Great Bond shooter: the true successor to *GoldenEye*. But niggly in places, and pales in comparison to *PD*.



TOP TIP *To incapacitate the guards in the bank, you need to shoot them with the watch darts. Anything else and it's game over, man.*

END!

*It seems odd that someone would celebrate the end of one of our issues (apart from us, that is), but Adam Hartley from Leeds has sent in a list of his five favourite End **64**s. Ah, happy days.*

1. MAFIA PIKACHU N64/45
2. JOANNA DARK N64/44
3. SMASH BROS UNCUT N64/40
4. WRESTLING RUBBISH N64/43
5. LARA VS JO N64/46

GO! GO!

Club 64 DIRECTORY readers' top five

Your top five can be anything: your top five favourite characters, your top five favourite boss attacks, your top five favourite shoes found in games, your top five favourite multiplayer moments, *anything* at all. The more creative and entertaining, the better!

cut out and send

WIN!

An N64 game of your choice!

The reader with the best and most original chart wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, **N64** Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

My top five...
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name ....

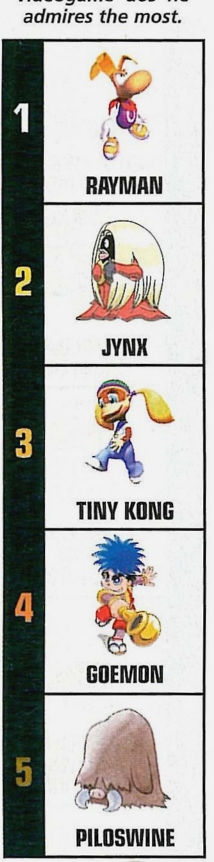
Address ....

Postcode ....

Game wanted ....

COIFFED!

Videogame characters are liberated from the restrictions gravity places on hairstyles in real life, bless 'em. Adam Carruthers from Newcastle has sent in his chart of the five videogame 'dos' he admires the most.



TIGGER'S HUNNY HUNT

36% 1 Ubi Soft ● £40 ● 1 player ● on cart ● Issue 51 ● GE

Another tiresome Disney-themed platformer that even youngsters will loathe. Pooh.

TOM & JERRY: FISTS OF FURRY

35% 1 Ubi Soft ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 49 ● GE

Duff cartoon scrapper. Without a four-player mode! Pants.

TONIC TROUBLE

55% 1 Ubi Soft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 33 ● MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING

86% 5 Activision ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● MK



Very playable skateboarding sim with the emphasis on tremendous stuntwork.



TOP TIP *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

TOP GEAR OVERDRIVE

79% 2 Nintendo ● £45 ● 1/4 players ● rumble pak ● expansion pak ● on cart ● Issue 24 ● TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY

86% 4 Nintendo/Boss ● £40 ● 1/2 players ● controller pak ● Issue 8 ● JD





Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.



TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR RALLY 2

90% 5 Kemco ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● JB





Brilliant rally game with arcade handling. There's even a random track generator.



TOP TIP *Stick with your chosen racing team for as long as you can to get the best possible upgrades for your car.*

TOY STORY 2

71% 2 Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● TW

Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

TUROK DINOSAUR HUNTER

91% 4 Acclaim ● £30 ● 1 player ● controller pak ● Issue 1 ● TW





Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!

TOP TIP *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2: SEEDS OF EVIL

95% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 21 ● TW





A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK 3: SHADOW OF OBLIVION

82% 2 Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 46 ● MG

Brilliant in places but plain tedious in others. No match for the sublime *Perfect Dark*.

TUROK: RAGE WARS

87% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG





The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2 Nintendo ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8

74% 3 Activision ● £40 ● 1-4 players ● controller pak ● expansion pak ● Issue 28 ● JB

Average *Twisted Metal* clone.

VIGILANTE 8 SECOND OFFENCE

69% 3 Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Polished-looking but ultimately tedious update of last year's original.

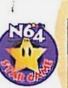
VIRTUAL POOL 64

77% 4 Interplay ● £40 ● 1/2 players ● controller pak ● Issue 26 ● MG

Surprisingly playable pool sim.

V-RALLY 99

90% 4 Infogrames ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● JA





Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 0 Nintendo ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 21 ● TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% 0 GT ● £25 ● 1/2 players ● No backup ● Issue 7 ● JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% 5 Nintendo ● £30 ● 1/2 players ● on cart ● Issue 2 ● ZN





Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.

TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% 2 GT ● £25 ● 1-4 players ● controller pak ● Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 2 GT ● £25 ● 1-4 players ● controller pak ● Issue 16 ● MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% 2 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

WCW/NWO REVENGE

75% 3 THQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 THQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% ★3 — Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% ★4 — Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW




The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.



TOP TIP *Airbraking on gentle bends can flip you: save it for the tightest turns.*

WORLD CUP '98

73% ★1 — EA ● £40 ● 1/4 players ● controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER

91% ★5 — Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 32 ● JB




It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *Change car colour: press Z at the car select screen. See* ***N64****/34 for more.*

WORMS ARMAGEDDON



85% ★4 — Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MK




A brilliant conversion of the PC original, with fab multiplayer and random landscapes.



TOP TIP *Complete training and one-player missions for new multiplayer options.*

WWF ATTITUDE

88% ★4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG




The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.



TOP TIP *For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

WWF NO MERCY

92% ★5 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● transfer pak ● Issue 49 ● AM




A huge improvement on already by far the best wrestling series, laden with options, intrigue and violence.



TOP TIP *The sneaky way to win is the Ring Out. Trap your foe outside the ring and leg it back in when the count's nearly finished.*

WWF WARZONE

85% ★3 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK



A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP *On the character biog, push down on the analogue to select other outfits.*

WWF WRESTLEMANIA 2000

90% ★4 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH



The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% ★3 — Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, four-player beat-'em-up.

YOSHI'S STORY

86% ★5 — Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW




Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.



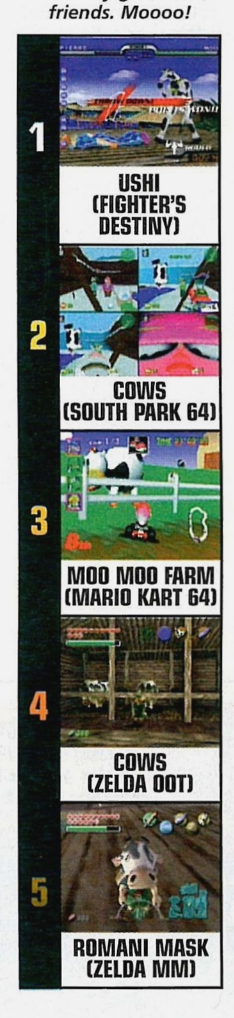
TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

Import releases
(not yet out in UK)

Game	Details	Score	Stars
64 O-SUMO	Bottom Up ● 1/2 players ● Issue 11 ● ME	90%	3
AIR BOARDER 64	Human ● 1/2 players ● Issue 16 ● TW	62%	2
ALL STAR BASEBALL 2001	Acclaim ● 1-4 players ● Issue 44 ● AM	81%	4
ANIMAL FOREST	Nintendo ● 1-4 players ● Issue 56 ● GE	80%	4
ARMY MEN: AIR COMBAT	3DO ● 1-4 players ● Issue 46 ● AM	83%	3
AUGUSTA MASTERS '98	T&E Soft ● 1-4 players ● Issue 14 ● JP	40%	0
BANGAIO	Treasure ● 1 player ● Issue 36 ● MK	84%	4
BOMBERMAN SECOND ATTACK	Hudson ● 1-4 players ● Issue 45 ● AM	52%	2
BOMBERMAN D-DAMAN	Hudson ● 1 player ● Issue 20 ● JP	23%	0
BOTTOM OF THE NINTH	Konami ● 1/2 players ● Issue 30 ● TW	44%	2
CHORO Q 64	Takara ● 1-4 players ● Issue 20 ● MK	56%	0
CRUIS'N EXOTICA	Midway ● 1 player ● Issue 50 ● GE	43%	1
CUSTOM ROBO	Marigul ● 1/2 players ● Issue 41 ● JB	83%	4
CUSTOM ROBO V2	Marigul ● 1-4 players ● Issue 54 ● GE	84%	4
DENRYU IRA IRA BOU	Hudson ● 1/2 players ● Issue 12 ● JN	65%	2
DEZAEMON 3D	Athena ● 1-4 players ● Issue 19 ● MK	82%	3
DORAEMON	Epoch ● 1 player ● Issue 2 ● TW	60%	1
DORAEMON 2	Epoch ● 1 player ● Issue 26 ● JB	52%	1
DORAEMON 3	Epoch ● 1-4 players ● Issue 46 ● AM	54%	2
DR MARIO 64	Nintendo ● 1-4 players ● Issue 56 ● GE	43%	2
FIGHTER DESTINY 2	Southpeak ● 1/2 players ● Issue 45 ● AM	85%	4
FAMISTA 64	Namco ● 1-4 players ● Issue 11 ● TW	68%	1
FOX COLLEGE HOOPS	Fox Int. ● 1/2 players ● Issue 26 ● TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson ● 1 player ● Issue 26 ● TW	??%	1
GLORY OF ST ANDREWS	Seta ● 1-4 players ● Issue 1 ● TW	58%	0
GOLDEN NUGGET	EA ● 1-4 players ● Issue 26 ● TW	52%	1
HARVEST MOON 64	Natsume ● 1 player ● Issue 39 ● MK	90%	5
HEY YOU, PIKACHU!	Nintendo ● 1 player ● Issue 50 ● GE	56%	2
JANGOU SIM MAH JONG 64	Video System ● 1 player ● Issue 7 ● JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer ● 1-4 players ● Issue 8 ● TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson ● 1/2 players ● Issue 10 ● TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami ● 1-4 players ● Issue 1 ● TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami ● 1-4 players ● Issue 32 ● TW	90%	5
JEOPARDY!	Take 2 ● 1-3 players ● Issue 16 ● MK	9%	0
JIKKYOU WORLD CUP '98	Konami ● 1-4 players ● Issue 18 ● TW	91%	4
KING OF PRO BASEBALL	Imagineer ● 1-4 players ● Issue 1 ● TW	68%	1
KIRATTO KAIKETSU	Imagineer ● 1-4 players ● Issue 25 ● TW	60%	2
LAST LEGION UX	Hudson ● 1/2 players ● Issue 32 ● MK	60%	3
LEGEND OF THE RIVER KING	Natsume ● 1 player ● Issue 26 ● JB	56%	3
LET'S SMASH	Hudson ● 1-4 players ● Issue 23 ● TW	67%	3
MAH JONG 64	Koei ● 1-4 players ● Issue 3 ● JD	65%	1
MAH JONG MASTER	Konami ● 1-4 players ● Issue 1 ● WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo ● 1-4 players ● Issue 18 ● MK	74%	4
MARIO PARTY 3	Nintendo ● 1-4 players ● Issue 57 ● GE	74%	3
MEGA MAN 64	Capcom ● 1 player ● Issue 53 ● GE	70%	3
MIDWAY'S GREATEST ARCADE HITS	Midway ● 1/2 players ● Issue 50 ● MG	71%	3
MS PAC-MAN MAZE MADNESS	Namco ● 1-4 players ● Issue 48 ● MG	72%	3
NAMCO MUSEUM	Namco ● 1/2 players ● Issue 44 ● MG	70%	3

MOOOO!

Cows. An overlooked aspect of gaming, you'd think. But you'd be wrong, for there's a wealth of bovine activity in N64 games, as Sweden's Peder Santesson has noticed. So, lap up the milky goodness, friends. Moooo!

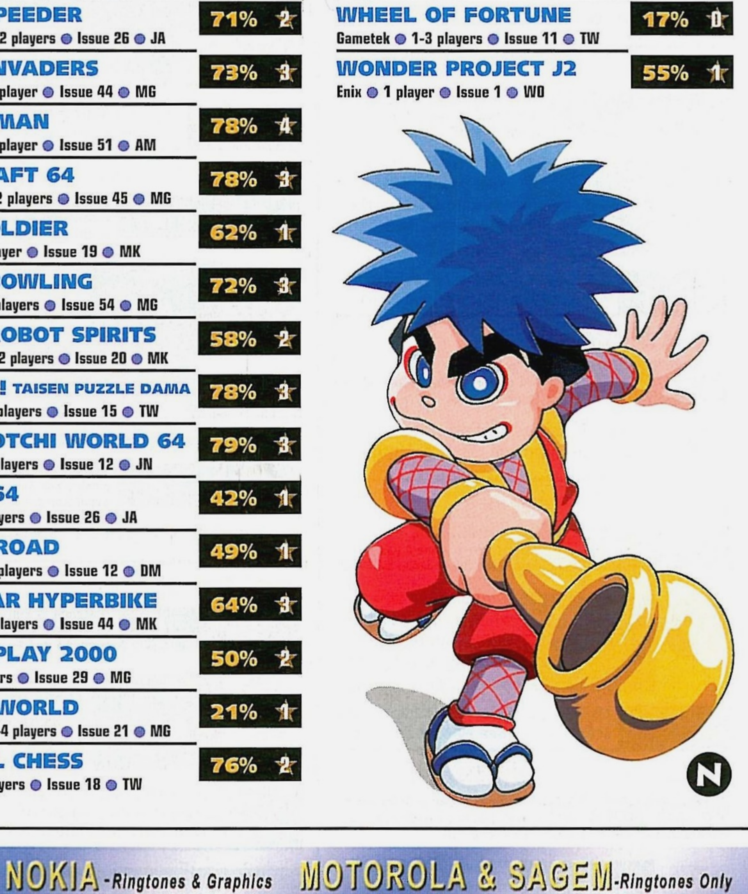


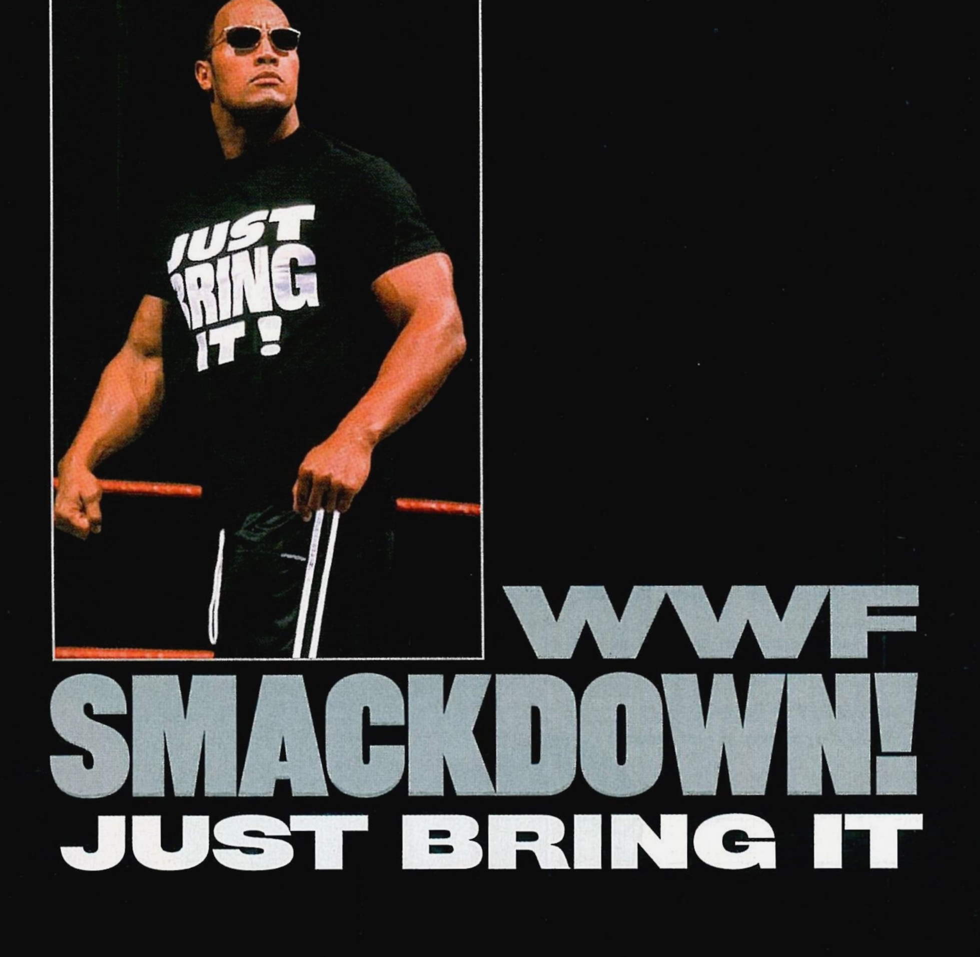


IMPORTING?

Using the N64 Passport v3, all Japanese/US games listed here will work on a UK N64 with one of these three codes: E93D0054 0000003F, E93D0054 00000054 or E93E0658 00000000. And if you're looking for a particular import game – or, indeed, the Passport itself – give CA Games a call on 0141 334 3901.

Game	Details	Score	Stars
NBA COURTSIDE 2	Nintendo ● 1-4 players ● Issue 44 ● MK	87%	4
NEON GENESIS EVANGELION	Bandai ● 1 player ● Issue 35 ● JB	61%	3
NFL BLITZ 2001	Midway ● 1-4 players ● Issue 51 ● AM	78%	4
NIGHTMARE CREATURES	Activision ● 1 player ● Issue 25 ● MK	57%	1
OGRE BATTLE 64	Atlus ● 1 player ● Issue 50 ● MK	87%	4
PACHINKO WORLD 64	Hewia ● 1 player ● Issue 13 ● TW	12%	1
PAPER MARIO	Nintendo ● 1 player ● Issue 53 ● AM	90%	5
PIKACHU GENKI DECHU	Nintendo ● 1 player ● Issue 25 ● ME	75%	3
POKÉMON STADIUM G/S	Nintendo ● 1-4 players ● Issue 55 ● GE	90%	5
POLARIS SNOCROSS	Vatical ● 1-4 players ● Issue 54 ● AM	57%	3
POWER LEAGUE 64	Hudson ● 1/2 players ● Issue 7 ● JA	42%	0
POWER PRO BASEBALL 4	Konami ● 1/2 players ● Issue 3 ● TW	54%	2
POWER PRO BASEBALL 5	Konami ● 1/2 players ● Issue 17 ● MK	78%	3
PUYO PUYO SUN 64	Compile ● 1/2 players ● Issue 10 ● ZN	80%	2
RALLY CHALLENGE 2000	Southpeak ● 1/2 players ● Issue 45 ● MG	61%	3
READY 2 RUMBLE ROUND 2	Midway ● 1/2 players ● Issue 50 ● AM	76%	3
SIM CITY 2000	Imagineer ● 1 player ● Issue 13 ● JP	83%	3
SIN AND PUNISHMENT	Nintendo ● 1/2 players ● Issue 51 ● MG	89%	5
SNOWBOARD KIDS 2	Atlus ● 1-4 players ● Issue 28 ● JA	80%	4
SNOW SPEEDER	Imagineer ● 1/2 players ● Issue 26 ● JA	71%	2
SPACE INVADERS	Activision ● 1 player ● Issue 44 ● MG	73%	3
SPIDER-MAN	Activision ● 1 player ● Issue 51 ● AM	78%	4
STARCRAFT 64	Nintendo ● 1/2 players ● Issue 45 ● MG	78%	3
STAR SOLDIER	Hudson ● 1 player ● Issue 19 ● MK	62%	1
SUPER BOWLING	Athena ● 1-4 players ● Issue 54 ● MG	72%	3
SUPER ROBOT SPIRITS	Banpresto ● 1/2 players ● Issue 20 ● MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami ● 1-4 players ● Issue 15 ● TW	78%	3
TAMAGOTCHI WORLD 64	Bandai ● 1-4 players ● Issue 12 ● JN	79%	3
TETRIS 64	Seta ● 1-4 players ● Issue 26 ● JA	42%	1
TOKON ROAD	Hudson ● 1-4 players ● Issue 12 ● DM	49%	1
TOP GEAR HYPERBIKE	Kemco ● 1/2 players ● Issue 44 ● MK	64%	3
TRIPLE PLAY 2000	EA ● 1-4 players ● Issue 29 ● MG	50%	2
TRUMP WORLD	Bottom Up ● 1-4 players ● Issue 21 ● MG	21%	1
VIRTUAL CHESS	Titus ● 1/2 players ● Issue 18 ● TW	76%	2
WCW NITRO	THQ ● 1-4 players ● Issue 27 ● JP	42%	0
WCW BACKSTAGE ASSAULT	EA ● 1/2 players ● Issue 54 ● AM	46%	2
WHEEL OF FORTUNE	Gametek ● 1-3 players ● Issue 11 ● TW	17%	0
WONDER PROJECT J2	Enix ● 1 player ● Issue 1 ● WO	55%	1




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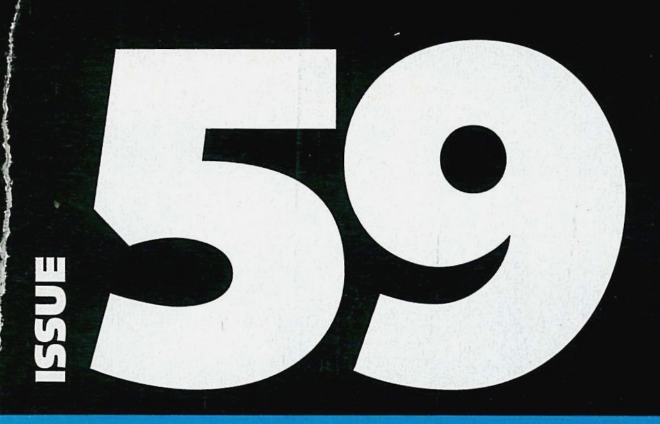
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Ever wanted to know what your favourite game characters are like in real life? Well, now you can with Channel 64's new reality TV show BIG BOWSER™! We've got together your favourite stars from games past and present in a swanky, deluxe prison. The only contact they have with the outside world is when the police are called in to break up the arguments! If that hasn't got you drooling yet, check out a few highlights so far from the show everyone's talking about...

DAY 1, 11:28am
The new housemates discuss the sleeping arrangements. For some unknown reason, Samus isn't keen on sharing a room with the other boys. This causes a little tension in the house, which Luigi attempts to break up by performing a few party tricks. Not everyone is impressed.

DAY 3, 3:47pm
The tension has already reached boiling point between Mario and Luigi. Both are irritable after staying up until late last night trying to work out who's the real hero. The two decide to resolve their differences over a friendly game of either tennis or golf.

DAY 4, 12:21pm
The tennis match is indefinitely postponed after BIG BOWSER™ rules that it is unsafe for housemates to use bombs, turtles and the house's viewer system to influence the outcome of the game. Mario and Luigi almost come to blows over this.

DAY 4, 10:22pm
The housemates are given mushroom juice to calm them down. Peach gets a little unruly and declares that the whole rescuing thing was just a cry for help. She then stands on a table and disrobes, offering to fight any housemate willing to take up the challenge. The others go to bed.

DAY 5, 8:13am
Luigi is startled by the sight of a 32" pizza being waved in front of his nose by a cheerful Mario. The brothers make up their differences over the cheesy breakfast by complaining how annoying they find Toad's chirpy little voice, and how all he ever does is get in the way.

DAY 5, 9:50pm
James Bond, who has until now kept himself to himself, takes each housemate in turn aside in order to discuss the impending nominations. He is not allowed to take paper and pen into the house, but seems to be looking at his watch a[...] tapping its buttons a lot, then furtively showing the other housemates.

DAY 9, 8:33pm
The first housemate is evicted. By unanimous decision, Slipp[...] leaves the house without a word. The other housemate[...] gets to feed the Cuccos, so they don't have to talk to [...] him any more before he leaves.

Intrigued? You should be. Remember, you can catch more of this breathtaking new show on Channel 64, brought to you by the broadcasting arm of world-famous Doorstop Publishing, who gave you *Crazy Ultra Death Mega Grrr Wrestling 64*.

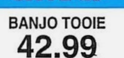
CRAZY ULTI[...] GRRR W[...]

PSYCHOLOGIST'S REPORT

Certain housemates seem to be making very interesting roles for themselves within the house.

Peach in particular has provided a shoulder for many of the housemates to cry on. Which makes her recent outburst all the more interesting... Toad has been missing his extensive family, and spends most nights talking about how he wants to see them again. The housemates ha[...] little to unite them at first, but they s[...] came on one common idea: they all [...] [...]e unfortunate Slippy, who cost th[...] [...] of their weekly shopping bud[...] [...]able to tie his own shoe[...] [...]ppy has been evicte[...] [...]will the housem[...]









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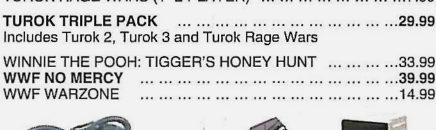


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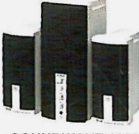
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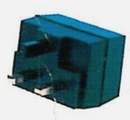
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